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PRIMA Official Game Guide Michael Knight

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COMBAT TRAINING

Welcome to *Star Wars Battlefront™ II*! In this game you'll take an active role in some of the most famous battles from both the Clone Wars and Galactic Civil War eras. Before you don your gear and un-holster your blaster, it's a good idea to brush up on the basics. Even if you're not new to the front lines, a refresher course can never hurt and there are some differences between this game and the first *Star Wars Battlefront*. In this chapter we'll cover the fundamental skills needed to stay alive on the treacherous battlefields you'll encounter. We'll also take a look at the various gameplay modes, including some useful hints and team play considerations for heated multiplayer sessions. So set your helmet aside for now and read up! Who knows, you may learn something that will keep you from becoming bantha fodder.

movement and combat basics



Constant movement is a must to avoid getting picked off by snipers or other enemies looking for an easy kill. Whether attacking or defending, keep moving. In addition to walking, you can also sprint for a limited time. Press the sprint button

and your character will move quickly across the battlefield. However, sprinting depletes power from your power meter. Once the meter is exhausted, you must wait for your energy to build up again. Jedi can use the Force to sprint even faster than other types of units.

Strafing

While constant movement is important, running in a straight line often gets you killed. To prevent such a fate, throw some variation in your advance by making random lateral movements. This makes you harder to target, especially if a sniper has you centered in his sights.



Strafing is essential to survival in close-range combat. Instead of advancing forward and backward, simply move left or right to dodge an opponent's incoming blasts. But keep your sights focused on the enemy and return fire.

TIP

In multiplayer games, newbies tend to stand in one spot while firing. Drive them nuts by circle-strafing around them. To do this, simply move left or right while turning to keep the enemy centered in your sights. The result is that you'll maneuver around them in a circular path. Keep moving and firing until they drop. The Xbox and PlayStation2 versions of the game feature auto-targeting which makes this even easier, the PC version requires you to first manually lock on to your target. Just press the targeting button to lock on to the enemy and then circle strafe.

Crouching

To lower your visible profile, try crouching. This is useful when it's necessary to hide behind an object while sneaking around, or when defending a command post.

Crouching also presents the enemy with a smaller, more compact target, making you harder to hit at long range.



It's possible to move while crouched, but your speed is significantly reduced. So reserve this form of movement for situations when you have some sort of cover. Then stand up and run when crossing high-traffic areas with large concentrations of enemy fire.



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COVER VS. CONCEALMENT

Understanding the difference between cover and concealment can greatly increase your life-span on the battlefield. The term *cover* is used to describe a solid object that can protect you from incoming fire as well as obscure your location. This can take the form of a rock or wall. On the other hand, *concealment* masks your position from the enemy but lacks the solidity to block incoming blasts—even if the enemy can't see you, he or she can fire into the area and still hit you. Concealment is commonly offered by high grass and shrubs. When available, always seek cover over concealment, as it provides protection against energy and explosive attacks.



Jumping/Rolling



Obviously, jumping allows you to reach certain areas that are otherwise out of reach, due to a lack of stairs or ramps. You can also jump over certain low barriers such as rocks and walls. To increase the distance you can jump, sprint before you jump. The extra speed will carry you farther.

TIP

Jumping can save your life in certain combat situations. For instance, if you come face to face with a droid, instead of duking it out, merely jump on top of it, then drop down behind it. From there you can attack, or simply retreat as the slow unit attempts to rotate and reacquire you within its sights.

The Republic jet troopers and Imperial dark troopers take jumping to a whole new level with their jet packs. Use these units to explore new areas and stage attacks from unexpected directions. These are your commandos, so use them to optimize the element of surprise.



To use the jet pack, press the jump button twice. Jedi can Force jump to achieve a similar action. When playing as a Jedi, press the jump button once to jump up, and then press it again while in the air to jump even higher and farther. This uses up power from the power meter. However, you can continue pressing the jump button just as your character starts to descend to keep him or her up in the air, allowing the Jedi to essentially fly for limited distances.

Rolling is also a critical maneuver, allowing you to somersault laterally. This is best used when diving out of the way of an incoming thermal detonator or when evading the incoming blasts from a turret or vehicle. Keep diving and rolling in one direction until you can seek some sort of cover. This is faster than strafing, but you can't return fire while diving.



You can also try diving and rolling around blind corners. This is a good way to dodge incoming blasts of defenders lying in wait.



Vehicles

In *Star Wars Battlefront II*, vehicles are a huge asset. Before entering a battle, study the maps in the subsequent chapters and locate all the vehicle spawn points. Knowing where the vehicles begin gives you some foresight in determining which areas are likely to come under attack and from which direction.



For the most part, controlling vehicles is just as intuitive as controlling infantry. Some vehicles offer secondary weapons such as missiles, so experiment with their offensive capabilities before rushing into the heat of the battle.



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As expected, vehicles can take damage from a variety of ordnance. But they can also be repaired by engineers (or pilots for space missions). Engineers and pilots can repair vehicles by using their fusion cutters. In addition,

pilots automatically repair their starfighters while they are riding inside them.

Navigation

Finding your way around the battlefield can often be confusing, especially in the dense forests of Yavin 4 and Endor. Fortunately, you have a small map in the screen's top-right corner to keep you oriented.



Access an even larger map for an instant big-picture analysis of the battlefield. The white arrow shows your current position, while the circles represent command posts. Friendly units appear as small blue arrows and enemy

units show up as red arrows. Check the map periodically throughout the battle to monitor the ever-changing tactical situation.

NOTE

In multiplayer games, you cannot see the position of enemy units on the map.

Squad Commands

Issuing commands to AI controlled bots is a great way to bring a sense of order to the battlefield. Get near a group and order them to follow. This is a good way to assemble an attack squad to take control of enemy-held command posts.



You can also order a group of troops to stay put. This is very helpful in positioning defenders at command posts your team already controls. If your command posts aren't constantly defended, you'll end up assaulting the same territory over and over again.



weapons training

Although the game offers 41 different units, their weapons are quite similar in operation and use, particularly among classes. Take some time to experiment with each. For more detailed information on the individual classes and units, flip ahead to the Units and Weaponry chapter.



The blaster pistol is the most common sidearm and is carried by almost all units as a secondary weapon. This pistol fires semi-automatically, allowing you to fire as quickly as you can press the fire button. However,

constant fire will cause the pistol to overheat. If this happens, the pistol becomes inoperable temporarily while it cools down. To avoid overheating the pistol, fire slowly and monitor the reticle in the center of the screen.

THE RETICLE

The reticle provides important information in addition to showing where your weapon will shoot. Tick marks around the interior of the reticle indicate the ammo remaining in your current clip. Some weapons generate heat, which appears as a circular bar within the reticle. If a weapon overheats, you must wait until it cools to fire again. Reload or recharge time is indicated by five dots at the bottom or around the edges of the reticle.

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Blaster rifles are the bread and butter of the soldier class, capable of unleashing an automatic salvo of laser fire. Unlike the blaster pistol, the blaster rifle uses ammo, stored in individual clips. Once drained, the clip must be reloaded, requiring the operator to cease fire for a few seconds. To prevent running out of ammo at inopportune times, keep the rifle fully loaded at all times. Make a habit of loading a fresh clip after each engagement, and visit pilots and ammo droids to stock up on clips.



All heavy weapons units carry a rocket launcher, useful for taking out vehicles and infantry. The rockets can lock on to vehicles prior to launch, indicated as a red, rotating circle on the screen (to lock on to a target, press **Q** for PC, **●** for PS2, and **X** for Xbox). When the circle stops rotating, a lock is attained and the rocket may be fired. This is useful for hitting fast-moving targets or those moving at long range. The launcher does not lock on to infantry units, but rockets are still very effective in dealing with such a threat. Fire rockets at your enemy's feet to maximize the potential for damage. When firing rockets at vehicles or turrets, it is best to fire at long range. The farther the rocket travels to its target, the greater the damage it will cause on impact. Other units also carry rocket launchers or similar weapons. The magna guard's bulldog is also a rocket launcher. However, the bulldog can lock on to infantry instead of vehicles. The jet trooper's EMP launcher works much like the rocket launchers but can't attain locks on enemy vehicles.



Sniper rifles are like high-powered versions of blaster rifles. But instead of firing multiple blasts automatically, it fires one high intensity beam capable of killing with one hit—especially if it's a headshot. The amount of ammo a sniper rifle holds varies based on model, as does the magnification capability. These rifles are best used at long distances, as their extremely slow rate of fire makes them difficult to use in close-quarter firefights.



TIP

Always aim for your target's head to maximize damage. Limb and torso hits cause the same amount of damage, but headshots are often lethal. Of course, this all depends on the power of the weapon being fired and the stamina of the target.



Grenade and radiation launchers are used by Wookiee warriors and magna droids. These fire projectiles in an arc-like trajectory. Therefore, you have to aim a bit higher than your target for longer shots.



The blast cannon is the equivalent of the shotgun, firing multiple bolts in a spread pattern. These weapons are devastating at close range, but virtually worthless at intermediate and long range. As a result, these weapons are best used for close-quarter assaults and defensive situations.



The dark trooper's arc caster must be charged to produce optimal damage. Do this by holding down the trigger for a few seconds, then releasing to fire. When fully charged, the arc caster fires lightning-like energy that can arc to

other enemies near your target. Similarly, the Wookiee bowcaster also has a charge feature. While it fires a spread of bolts for close range when you fire it normally, holding down the fire button to charge the weapon results in a single shot for long-range fire. This is best used with the zoom function to make the bowcaster a sniper rifle.

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Thermal detonators are hand-tossed weapons carried by most infantry units. Thermal detonators feature a slight delay before they explode, allowing you to bank them off walls and bounce them around corners. Throw them

into enemy bunkers or other rooms containing command posts and wait for them to detonate before entering.



Mines are the cornerstone of any defensive strategy. These explosive discs are carried exclusively by heavy weapons units and can be placed on the ground or stuck to other surfaces. They explode only when an enemy unit or vehicle is

nearby, making them relatively safe to use around friendly units. Experiment with their versatility and compose wicked traps for your opponents. However, they can be destroyed if spotted, so keep them out of sight whenever possible.



The clone commander is armed with a chaingun. This weapon puts out a lot of firepower and acts like a portable machine gun. However, it takes about a second to power up before it starts shooting. Hold down the fire button until the

weapon begins spitting out bolts of energy, and continue to hold it down while you eliminate enemies. While this weapon has unlimited ammo, it does overheat after continuous fire. Take cover while it cools down and then attack again.



One of the new features of *Star Wars Battlefront II* is the ability to play as heroes—and use a lightsaber. Several of these heroes are Jedi such as Luke Skywalker or Darth Vader. All Jedi carry a lightsaber, which can be used to slash at

enemies. While this is a weapon for close combat, most Jedi can also throw their lightsaber to take out distant targets.

Gameplay concepts

Star Wars Battlefront II's gameplay largely centers around capturing and defending key locations, putting more emphasis on team cooperation than on individual skill. As a result, the victory conditions aren't solely based on a team's number of kills or deaths, but rather on how much territory is controlled throughout the course of the battle. Take a minute to glance over the game's unique concepts to better grasp the best path to victory.

Reinforcement Points

Every reinforcement point is precious, so seek out medical droids to heal yourself after sustaining injuries.



Reinforcement points are your team's life blood. They represent the number of reserves your team has at any given time. These ever-fluctuating numbers are prominently displayed in the top of the screen—think of these numbers as a way of keeping score. Every time you or a teammate dies, one ticket is drained from your team's total count. Basically, the side with the most reinforcement points at the end of the game wins. When your team's point count reaches zero, the game ends, resulting in a victory for your opponent. But even if your team is lagging in points, you can still win the game by capturing all the command posts.

Command Posts

Each battlefield features a number of command posts, usually ranging from five to seven. In addition to serving as spawn points for infantry, some command posts can also spawn vehicles. If that's not incentive enough to defend them, take into account that controlling the majority of the command posts causes the enemy's reinforcement points to slowly bleed away. In other words, if the map contains five command posts, your team must capture at least three of them to impose a reinforcement drain—the 50 percent + 1 rule holds firm on all maps. The reinforcement drain should be the sole focus of your strategy as it's the quickest way to whittle away the enemy forces.

Stay within the command post's radius until it turns blue—this means you captured it.



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Capturing a command post requires a friendly unit to be within its radius for several seconds. The time differs based on the type of command post and the number of friendly units within the radius. Light command posts are the most common, taking only a few seconds to neutralize and capture. But heavy command posts, usually positioned at certain strategic locations such as bases or an initial starting point, take considerably longer, almost always requiring a small squad of friendly troops to assist in its capture.

If it's an enemy-held command post, the first step is to neutralize it. During this phase, enemy troops may spawn nearby, presenting great danger to the attackers. The command post turns white once neutralized, but it's important to stay within the radius until the capture phase is complete. Command posts cannot be captured if an enemy unit is within the radius with you, so patrol the perimeter and blast any defenders preventing your team from gaining control. Command posts also can't be captured by units in vehicles. Therefore dismount before contesting the position.

Spawning

Study the map briefly before entering the battle.

Spawning is the process of choosing what class you want to play as and determining where you enter the battle. Don't take this process lightly. Before spawning, look at the map and determine where you're needed the most. The first priority is occupying any undefended command posts. Next, look for friendly command posts that are under attack and spawn in with an appropriate unit. Finally, look for unguarded enemy command posts and devise a quick attack plan, in an effort to reach it before the enemies realize their mistake.

single player

The four single-player modes are a great way to get familiar with the game and its different battlefronts. Even if you're looking forward to playing multiplayer, make these single player modes your first stop. Devote some time to memorizing the significant features of each map, as well as the strengths and weaknesses of all the units and vehicles. The more time you spend in these single-player modes, the better equipped you'll be to serve and possibly lead a multiplayer team.

Start off by completing the Training. This single-player mission teaches you the basic controls and lets you try out various classes during the battle on Geonosis.

Rise of the Empire is a campaign of 17 different missions that puts you in the role of a clone trooper at the beginning of the Clone Wars and takes you all the way into the midst of the Galactic Civil War. The Rise of the Empire section walks you through this campaign.

Galactic Conquest offers a strategic level to play. There are four different campaigns where you move fleets around to various systems and engage in space battles as well as fight planetside for control of the galaxy. For more information on this type of game, see the Galactic Conquest section.

Finally, if you just want to play a single battle, Instant Action lets you choose either a planet or space battle. Depending on the battlefield, you can choose from a variety of different game types. Instant Action is like playing a single-player version of the multiplayer games.

Multiplayer

Once you're comfortable with the maps, consider going online to test your skills and tactics against human opponents.

There are several different types of multiplayer games, which can also be played during Instant Action missions. Not all types of games are available for every battlefield. The following table lists the available game types:

Game Type	Description
1 Flag Capture the Flag	Earn points by picking up the flag and carrying it to a flag zone on your opponent's side of the battlefield.
2 Flag Capture the Flag	Capture the flag at your opponent's flag zone and bring it back to yours, while also defending your flag.
Assault	Play only as heroes. This is available only on Mos Eisley.
Conquest	Capture all the command posts and/or reduce your enemy's reinforcement points to zero.
Hunt	Eliminate as many of the indigenous species as possible before time runs out—or play as one of these species.
Space Assault	Earn points by shooting down enemy starfighters and destroying capital ships. This is available only for space battlefronts.

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During multiplayer games, you can join up with some friends and devise new strategies as a team. Playing as an effective team requires a tremendous amount of coordination as well as a sense of familiarity and intuition. When possible, try to log a few hours playing with the same individuals until you form a sense of cohesion. This section covers some general tactical considerations your team should address and rehearse before moving into action against human opponents.

SPLITSCREEN

If you don't have access to an online connection for your Xbox or PlayStation2, plug in a second controller and play the splitscreen mode. In this mode, the screen is split with one player controlling the action on the top half of the screen and the other player controlling the bottom half. Splitscreen allows you to play competitively or cooperatively with a friend in three of the single-player modes (you have to train solo). Competitive play can make the Galactic Conquest mode much more exciting. But playing cooperatively allows you to try out new tactics or team up in a vehicle.

Team Composition



The soldier class is most well-rounded, capable of dealing with a variety of offensive and defensive roles. Soldiers should make up the bulk of your team.

Determining which units your team should enter the battle with largely depends on the ever-changing tactical situation. For instance, early in the battle, engineers come in handy for constructing turrets while heavy weapons units place mines around command posts and other key chokepoints. But after the opening moments of a battle, the action is extremely unpredictable and your team must respond by spawning the appropriate units at the right place and time. Soldier units are the most well-rounded and capable of dealing with a variety of offensive and defensive circumstances. Appropriately, soldier units should comprise the majority of your team.

The remaining classes are more specialized and best deployed for specific tasks. If faced with enemy vehicles, spawn heavy weapons units to attack with mines and rockets. Engineers are useful for providing repairs to droids and vehicles or dispensing health and ammo to teammates. Snipers can play a big role in defending command posts, with their auto turret placed near the command post while the sniper defends from a distance. Each faction's special units provide even more

specialization, ranging from the aerial capabilities of the dark trooper and jet trooper to the amazing stamina and firepower of the droideka.



Experiment with all the units in each faction and study their strengths and weaknesses.

Due to the fluid situation on the battlefield, all of your teammates should be well-acquainted with every unit—not just every unit within your chosen faction, but every potential unit on the map. Being familiar with your unit's own strengths and weaknesses is just as important as knowing the enemy's. Some units are evenly matched, but most aren't. Instantly analyzing the differences is important in determining whether attacking, retreating, or calling for help is the correct course of action. Spend some time experimenting with each unit in the game to get a better understanding of their capabilities.

Attack Squads



Mixed attack squads are the best way to overwhelm enemy positions.

On some maps your team can simply hold existing command posts and still win the battle. But most maps require some sort of offensive effort to take more command posts than your team begins with, in an attempt to bleed the opposing team's reinforcements. The best way to stage attacks is to assemble one or two small squads whose main focus is capturing command posts. If not attacking, the rest of your team members should busy themselves with defending your team's existing positions. Your offensive squad(s) should be composed of the most experienced players who have mastered all classes and can hold their own in close-quarter fighting. These players must have a team-oriented attitude too, willing to cover their team's backs instead of setting out for their own statistical glory.

An attack squad should consist of no more than five players. Groups any bigger than this are likely to draw attention, eliminating any element of surprise. Plus, strictly limiting the size of your attack squads encourages more teammates to hold back and defend. Most of your squad should consist of soldiers,

COMBAT TRAINING

especially if you're not expecting to run into any turrets or enemy vehicles. If vehicles or turrets pose a threat, bring along a heavy weapons unit, too. Engineers also make a nice addition to any squad, capable of replenishing teammates with health and ammo.



Before staging an attack, analyze the map to find the path of least resistance.

Once your squad is assembled, organize a plan of attack. This can be done over headsets or simply by designating one teammate squad leader and allowing him or her to devise a plan. Try to identify enemy command posts that are deep behind enemy lines. These are less likely to be defended, especially if intense fighting occurs elsewhere on the map. Before moving out toward the enemy command post, study the map and try to recognize the high-traffic areas in an effort to avoid them; the most direct path to an enemy command post is often the most deadly. Instead, sweep out toward one of the command post's flanks. This is the best way to maintain an element of surprise, too. While moving toward a enemy position, your squad should keep a distance of several paces between one another. This prevents the squad from being taken out by a single thermal detonator, rocket, or mine.



Take out defensive features such as turrets before assaulting any command post. The heavy weapons class's rocket launcher is great for knocking out turrets from long range.

Begin your attack by systematically dismantling any defensive features such as turrets or minefields. If turrets are in place, bring up the heavy weapons squad member to take them out at long range. A sniper can do the same without damaging the turret. If needed, a sniper could also call in an orbital strike just prior to your assault to soften up defenses. But this must be carefully coordinated to prevent friendly fire incidents. As soon as the command post's defenses are down, rush in with your soldiers and overwhelm any defenders with speed and firepower.

Command Post Capture

Capturing a command post is the most dangerous part of an assault. This requires your teammates to huddle around the command post so they're all within the radius needed to neutralize the position. The more teammates within the radius, the quicker the command post will be neutralized. But enemy units can still spawn in the area until the command post is neutralized. So everyone on your team needs to keep their eyes peeled for enemies suddenly appearing from all possible directions. Look for cover within the radius and attack any opposing units that suddenly appear. In a pinch, droids provide decent cover, and they're almost always next to a command post. Some command posts can also be contested from nearby rooftops or balconies. Think of the command post's radius as an invisible dome while testing its three-dimensional boundaries.



Stay on guard until the command post is neutralized. Enemy units may spawn in at any moment.

Once neutralized, the command post turns white and prevents the enemy from spawning fresh units. Keep your squad in place until the command post is completely captured. The enemy is informed when one of their command posts is lost, often prompting them to stage a counterattack. Your attack squad suddenly needs to switch to a defensive frame of mind, turning to cover all possible entries and avenues of attack while staying within the command post's radius. If available, have teammates in vehicles patrol the area around the command post and engage any attackers. As soon as the command post is captured, friendly troops are free to spawn at the newly captured position. Spawn or move defenders to the new command post while your attack squad prepares to assault another enemy-held position.

Defend! Defend! Defend!



Use turrets when available for some extra defensive firepower.

All command posts held by your team must be defended at all times. Defenders should always keep an eye on the map to monitor the tactical situation. Be aware of which command posts your team holds. In multiplayer

games the fog of war comes into play, so you can't see where the enemy units are positioned. But by studying the map, you can see where your teammates are and determine which command posts under your team's control aren't defended. Furthermore, it's possible to theorize which command posts are most likely to come under attack by searching for enemy spawn points near your positions.

Covering these unguarded command posts is the first priority for defenders. Even one defender can make a difference, especially if hidden within the command post's radius. A command post cannot be captured as long as one of your defenders is within its radius; but it can be neutralized. If you're defending alone, try to position yourself in a corner within the radius where you can see all entrances. Sniper units may wish to defend from a greater distance, using the command post as bait. Defending from a distance is safer, but if the command post is rushed by multiple enemies, it may be impossible to prevent it from being captured unless a fellow defender is within the radius.



When possible, take the high ground to get a tactical advantage.

Mines and turrets are defenders' best friends. Because engineers are needed to construct turrets, and mines must be placed by heavy weapons units, these classes are good to keep around a command post. Construct turrets as soon as possible to prevent rush attacks by the enemy. Place mines early also, particularly around entrances and other narrow chokepoints likely to be traversed by enemy units. For best results, try to hide mines by placing them around blind corners or sticking them onto walls. If discovered by the enemy, mines can be quickly removed with blaster fire or explosives. A heavy weapons unit can place only four mines (three mines in the PC version), so pick your spots wisely and avoid placing mines closely together unless you're defending against vehicle attacks or creating a highly visible minefield to divert enemy infantry attacks.

Vehicle Support

Make sure your team's vehicles are manned at all times—or they may be stolen by the enemy.



Vehicles play an important role in *Star Wars Battlefront II*, and great efforts must be taken to defend them and their spawn points. In most cases, vehicles are linked to command posts and if these positions are captured by the enemy, the vehicle spawn points are lost as well. So your team should lock down any command posts that spawn vehicles. But even if you defend the command post well, it may not be enough to prevent the enemy from rushing in and stealing a vehicle; jet troopers and dark troopers are particularly proficient at such tactics. To prevent vehicle theft, consider placing mines on the vehicle spawn points or on the vehicles themselves. An even safer tactic is to make sure the vehicles are occupied as soon as they spawn.

Engineers can even steal occupied vehicles. Their fusioncutter allows them to slice in and eject the enemy inside so that the engineer can take it over.



Despite their menacing presence on the battlefield, vehicles provide only a supporting role because they're incapable of capturing command posts single-handedly. While vehicles can rush into a command post's radius, the conversion process doesn't begin until a teammate gets out. As a result, vehicles are best for suppressing a command post's defenses and providing cover while your attack squads move in for the capture. Careful coordination between your vehicles and attack squads is essential in quickly overrunning an enemy command post. Heavy assault transports such as the AT-TE and AT-AT are mobile spawn points capable of attacking command posts while continuously spawning troops on the enemy's front doorstep. If used properly, these devastating units demonstrate the beauty and horror of a combined infantry and vehicle assault. If available, use these transports to pound the opposing team into submission and gobble up their command posts one at a time.

UNITS AND WEAPONRY

Know the Map!

Although it may seem extremely obvious, there is no better way to prepare for a multiplayer session than studying all the maps extensively. Knowing the locations of all the command posts is important, but so is knowing the locations of vehicle spawn points, turrets, and droids. Identifying less-obvious features such as chokepoints and sniper positions is also extremely important. Multiplayer games are often chaotic, offering little time to get your bearings. In most cases, if you stand still, you're dead. So you need to hit the ground running to link up with your team and attempt some sort of coordinated strategy.

Space Assaults



Space assaults offer a challenging new type of mission as you engage in combat in orbit over crucial planets.

The space assaults are a new type of battlefield and mission. During these missions, you must fight against enemy starfighters, bomb capital ships, and even conduct boarding actions against your enemy's base ship. For these missions, there are only two classes of troops—pilots and marines. Pilots are like engineers and automatically repair starfighters they are piloting or riding in as passengers. Marines are best for defending your ship against enemy boarding parties or for going on the offensive and attacking the enemy in their hangar. For specific strategies and tactics for this type of combat, check out the Space Assaults section.

UNITS AND WEAPONRY

In battle, knowing your own strengths and weaknesses is just as important as knowing your enemy's. This chapter provides a look at all the units you encounter during your push for galactic conquest. Included is detailed information on all 41 units comprising the four factions, complete with background and gameplay tips. Brief overviews also discuss the native inhabitants, detailing how they may help or hinder your advances. Finally, we take a look at resupply items and droids you find on the battlefield to restore your health and keep your weapons fully loaded.

soldier class

The soldier class is the centerpiece of each faction, attaining battlefield dominance through rapid firepower. Each soldier unit is equipped with a blaster rifle (or equivalent) capable of sustaining high volumes of fire. With the exception of the super battle droid, each unit also carries several thermal detonators. Thermal detonators are best used against other infantry units. Try bouncing them off walls or around corners to gain a tactical advantage. You can also use them against enemy vehicles, and they will stick to a targeted vehicle once it comes in contact. However, soldier units should not seek out engagements with vehicles—this is best reserved for heavy weapons units.

Clone Trooper

FACTION: Republic Clone Army

Perfect genetic creations, the clone troopers are the backbone of the Republic Army. Pure and simple, the clone troopers are born and bred to be warriors. They have an unswerving loyalty to the Republic and are fearless in battle. They are most effective against infantry units or vehicles when they can attack in large, coordinated numbers.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Republic DC-15 Blaster Rifle	50/200	The long-barreled DC-15 emits a powerful blue laser projectile, specially designed to shred infantry and vehicle units alike.
Republic DC-15s Blaster Pistol	N/A	An emergency sidearm designed to be small, portable, and deadly, the DC-15s is useful in close-quarters combat and makes a good backup.
Merr-Sonn V-1 Thermal Detonator	4	Clone troopers carry a smaller, battlefield version of the devastating thermal detonator. The device has been calibrated to maximize enemy casualties.

NOTES: Use clone troopers as the core of your attack squads. When multiplied by four or five units, their rapid rate of fire is truly devastating. But back off when encountering droidekas. Seek cover and wait for their shields to drop before attacking.

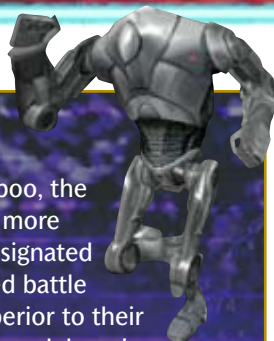
STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

Super Battle Droid

FACTION: CIS

After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulking, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts. Their broad, looming frames make them less susceptible to damages incurred in battle, and their built-in firepower makes them a formidable threat to opposing armies.



Equipment

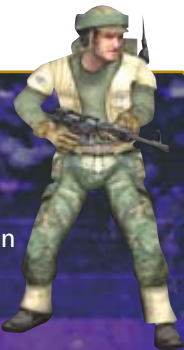
Weapon/ Equipment	Ammo per clip/ Total	Description
Wrist Blaster	50/250	A rapid-fire blaster has been mounted directly to the super battle droid's frame, reducing the risk of dropping the weapon, having it misfire, or being disabled by a Jedi.
Tri Shot	N/A	In lieu of a pistol, super battle droids have a close range, shotgun type weapon as their back up to the wrist blaster.
Wrist Rocket	3	Super battle droids also come equipped with a limited supply of rockets. Fired from the wrist much like the blaster, the rockets are dumb fired at targets.

NOTES: The wrist rockets disappear quickly, so use them sparingly. Unlike thermal detonators carried by the other soldier class units, the rockets are direct-fire weapons that detonate on impact. For best results, aim at your target's feet to maximize the chance of a hit. Otherwise your foe might sidestep an incoming rocket.

Rebel Soldier

FACTION: Rebel Alliance

Rebel soldiers come from all walks of life, without the benefit of years of Imperial combat training. But they are unmatched in their will, enthusiasm, and devotion to their cause. They do not wear armor or engage in standard warfare, preferring guerilla tactics and lightning strikes against the ponderous Imperial juggernaut. The Rebel soldier is effective against infantry, especially when they employ squad-based tactics.



Equipment

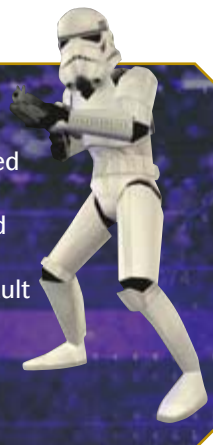
Weapon/ Equipment	Ammo per clip/ Total	Description
BlasTech DH-17 Blaster Rifle	50/200	The Rebel soldier's main combat weapon has a fully automatic mode.
BlasTech DL-44 Blaster Pistol	N/A	Even on the battlefield, an easily concealed accurate sidearm can be quite useful. This model is commonly carried as a backup weapon.
Merr-Sonn Munitions Class A Thermal Detonator	4	Thermal detonators are considered standard issue to all ground forces. Rebel technicians have tuned them to be dangerous to anyone caught in the blast radius.

NOTES: Rebel soldiers have a huge advantage over Imperial units in forest settings thanks to their green camouflage. While the stormtrooper's white armor is readily visible, the Rebel soldier blends into the forest. This makes staging ambushes and sneak attacks much easier, particularly in multiplayer games.

Stormtrooper

FACTION: Galactic Empire

The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front-line assault force. Every stormtrooper is equally proficient with standard BlasTech E-11 blaster rifles and a variety of thermal detonator makes and models.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
BlasTech E-11 Blaster Rifle	55/220	Standard rifle of the Empire's front-line units, this weapon is reliable and deadly, but it sacrifices accuracy for raw power.
BlasTech SE-14r Light Repeating Blaster Pistol	N/A	An ongoing Imperial contract with BlasTech yielded this semi-automatic blaster pistol, commonly used as a backup sidearm.
Baradium-Core Thermal Detonator	4	This handheld explosive device is effective against infantry. Unlabeled code keys prevent captured munitions from being used against Imperial forces.

NOTES: Group stormtroopers with dark troopers for close-quarter assaults. Together they can overwhelm most enemy positions. Just go easy on the thermal detonators—they're just as deadly to you as they are to the enemy.

UNITS AND WEAPONRY

heavy weapons class

When it comes to taking out vehicles, heavy weapons units are the specialists you're looking for. Each is armed with a rocket launcher which can be manually locked on to enemy vehicles. Use this function when targeting fast moving or distant vehicles. To lock on to a target, face an enemy vehicle and watch for a spinning red circle to appear. When the circle stops, the lock is attained and the rocket will track the vehicle. The rocket launcher can also be dumb fired when speed or distance is less of a factor. Mines are also unique to this class, making them a defensive necessity for undefended command posts. Try to conceal the location of mines by sticking them on walls or around blind corners. The better you conceal the mine, the more likely your trap is to be successful.

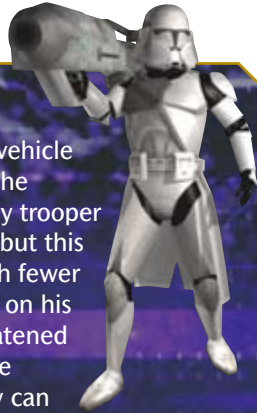
NOTE

The PC version only allows heavy weapons units to carry three mines at a time.

Heavy Trooper

FACTION: Republic Clone Army

The heavy trooper handles the anti-vehicle and anti-armor battlefield duties of the Republic Army. To this end, the heavy trooper carries a powerful rocket launcher—but this specialization leaves the trooper with fewer options in close combat, so he relies on his brethren to protect him. When threatened by vehicles, the heavy trooper's value becomes brutally apparent. Not only can he engage vehicles directly with the rocket launcher, he can also create defensive perimeters with his mine dispenser.



Equipment

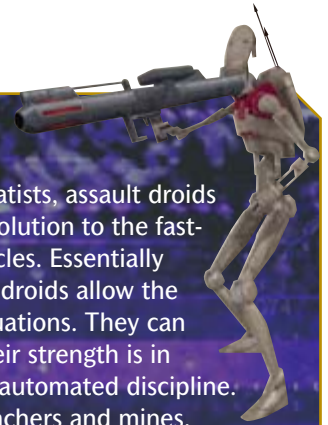
Weapon/ Equipment	Ammo per clip/ Total	Description
Merr-Sonn PLX Rocket Launcher	1/7	Versatility is the name of the game with the Merr-Sonn PLX handheld launcher. It can be dumb fired or programmed to fire the smart GAM (gravity-activated mode) guided rocket specially designed for the weapon.
Republic DC-15s Blaster Pistol	N/A	An emergency sidearm designed to be small, portable, and deadly, the DC-15s is useful in close-quarters combat and makes a good backup.
Merr-Sonn V-1 Thermal Detonator	2	Clone troopers carry a smaller, battlefield version of the devastating thermal detonator. The device has been calibrated to maximize enemy casualties.
Conner Ship Systems HX2 Mine	4	Whenever there is an ARC trooper on the battlefield, proximity mines are sure to be lying around. They are an excellent weapon against those who don't watch their step.

NOTES: The heavy trooper is key to taking out the Separatist vehicles. Use a mix of mines and rockets to demolish them before they overrun your command posts. The PLX Rocket Launcher can fire only one rocket at a time. The reloading process can take a while, so seek cover while preparing a new rocket.

Assault Droid

FACTION: CIS

Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile rocket launchers, these droids allow the Separatists to handle tough situations. They can be deployed anywhere, and their strength is in their great numbers and eerily automated discipline. Assault droids carry rocket launchers and mines, which are useful for taking down Republic AT-TEs and other menacing vehicles.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
BAW E-60R Rocket Launcher	1/7	Once the battle droid proved its ineffectiveness against the Republic's walkers, Baktoid Armor Workshop quickly produced this powerful anti-armor rocket launcher. Clone pilots have learned to fear its presence on the field.
Separatist Blaster Pistol	N/A	Due to the touchy political quagmire of producing weapons for an enemy of the Republic, the origin and manufacturer of this pistol remains anonymous. Those familiar with these types of weapons are fairly certain it is a BlasTech design, but BlasTech denies knowledge. Nevertheless the "Separatist" pistol remains a tried-and-true backup weapon for the droid armies.
Merr-Sonn V-1 Thermal Detonator	2	Merr-Sonn denies selling thermal detonators to the Separatists, yet many droids have been seen carrying V-1 thermal detonators on the battlefield. The device has been calibrated to maximize enemy casualties while minimizing friendly contact.
Conner Ship Systems HX2 Mine	4	Proximity mines are a good way to catch those who aren't paying attention. The outdated, cheap, but still effective HX2 proximity mine is carried exclusively by assault droids.

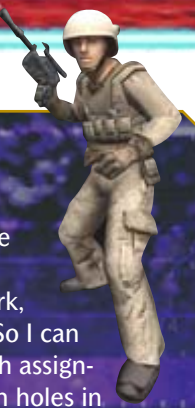
NOTES: Remember, rocket launchers aren't limited to targeting ground vehicles. They are also great for taking out enemy controlled turrets. While you can't lock on to them, just zoom in as you aim and you will hit it because turrets don't move.



Rebel Vanguard

FACTION: Rebel Alliance

Those looking to leave their mark on an Imperial walker can surely find a way in the Rebel vanguard division. When asked why someone would want to do this line of work, the vanguard's most common answer is: "So I can blow Imperials up!" Always given the tough assignments, vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles attempting to lay siege.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Golan Arms HH-15 Rocket Launcher	1/7	Packing the extra punch needed to crack through a tough position, the handheld rocket launcher is prized among the Rebel vanguards.
BlasTech DL-44 Blaster Pistol	N/A	Even on the battlefield, an easily concealed, accurate sidearm can be quite useful. This model is commonly carried as a backup weapon.
Merr-Sonn Munitions Class A Thermal Detonator	2	Thermal detonators are considered standard issue to all ground forces. Rebel technicians have tuned them to be dangerous to anyone caught in the blast radius.
Conner Ship System 3HX3 Mine	4	On the battlefield, every edge is needed, even when that edge is a highly explosive one. Mines are an excellent backup weapon for the covert destruction of one's enemies.

NOTES: The rocket launcher is a great weapon for taking out Imperial tanks and walkers. But be sure to lock on first, particularly when engaging vehicles at long range. If dumb fired, the rockets are highly inaccurate and may even miss a stationary target.

Shock Trooper

FACTION: Galactic Empire

The shock trooper offers powerful support to the blaster-based troops by carrying a small portable rocket launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry. The shock trooper carries a heavy loadout of weaponry to keep enemy vehicles and infantry at bay.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
MiniMag PTL Rocket Launcher	1/7	Shock troopers carry these handheld rocket launchers on the battlefield to take down Rebel vehicle brigades. Anyone caught in the blast radius may not live long enough to regret it.
BlasTech SE-14r Light Repeating Blaster Pistol	N/A	An ongoing Imperial contract with BlasTech yielded this semi-automatic blaster pistol, commonly used as a backup sidearm.
Baradium-Core Thermal Detonator	2	This handheld explosive device is effective against infantry. Unlabeled code keys prevent captured munitions from being used against Imperial forces.
Golan Arms KE-6b Mine	4	The KE-6b proximity mine is a modified version of the KE-6 mine. A soldier drops the device at the desired location and watches destruction ensue as his enemies approach.

NOTES: Shock troopers come in handy for escorting AT-ATs on Hoth, using their rockets to chase away attacking Rebel snowspeeders—be sure to get a lock on before you fire. In addition to engaging vehicles, shock troopers are also useful during infantry engagements. Position them near narrow corridors and other chokepoints and use mines and rockets to blast incoming troops.

TIP

When attacking vehicles with a rocket launcher, you should aim for the critical hit location. By hitting this spot, you will cause much more damage and even work toward earning a Demolition medal. The targeting feature on the rocket launcher will not hit the critical location. Therefore, you will have to get in close and dumb fire it. For the specific location of each vehicle's weak spot, see the Vehicles section.

engineer class

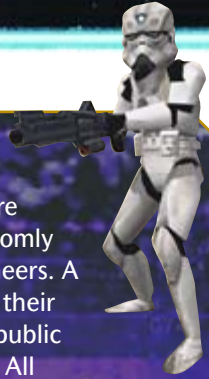
Engineers are part combat engineer, part field medic, and part resupply clerk, making them a valuable asset on any battlefield. Their ability to repair vehicles is impressive enough, but they can also heal and resupply teammates and themselves. Engineers are also the only units that can construct gun turrets and repair droids using their fusioncutter. Note that engineers do not carry a backup weapon such as a pistol or thermal detonators. Once their primary weapon is out, they need ammo. Of course, they can always drop some ammo and health for themselves to pick up.

UNITS AND WEAPONRY

Clone Engineer

FACTION: Republic Clone Army

While the bulk of the Republic clones were trained for infantry duty, a few were randomly selected and specially trained to be engineers. A clone engineer is attuned to vehicles and their idiosyncrasies, meaning he is the only Republic unit who can effect repairs while moving. All engineers carry a fusioncutter and supply dispenser, allowing them to better support their comrades.



Equipment

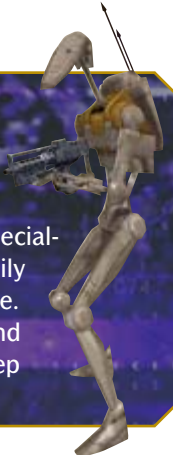
Weapon/ Equipment	Ammo per clip/ Total	Description
Shotgun	5/40	The shotgun fires a spread of 8 pellets per shot, making it extremely deadly at close range. An engineer can kill most enemies with a single hit. However, due to the spread of pellets, the damage decreases with range.
SoroSuub F-187 Fusioncutter	N/A	The fusioncutter is a general-purpose device. It can repair vehicles and buildings and construct unassembled battlefield equipment. It can also slice into enemy vehicles.
Detpacks	3	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.
Health/Ammo Dispenser	5	The supply dispenser hands out a variety of inexpensive supplies including various medicines, emergency care tools, and ammunition—perfect for those always on the go!

NOTES: While the shotgun ammo count looks like a lot at 320, these are the number of pellets. Because you fire 8 at a time, you really only have 40 shots before you are out.

Engineer Droid

FACTION: CIS

A specific type of Trade Federation battle droid capable of piloting virtually every type of vehicle, engineer droids have advanced specialization programming that allows them to easily understand the control systems of any vehicle. Pilot droids are adept at repairing vehicles and bringing supplies across the battlefield to keep the battle droid army pushing forward.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Shotgun	5/40	The shotgun fires a spread of 8 pellets per shot, making it extremely deadly at close range. An engineer can kill most enemies with a single hit. However, due to the spread of pellets, the damage decreases with range.
SoroSuub F-187 Fusioncutter	N/A	The fusioncutter is a general-purpose device. It can repair vehicles and buildings and construct unassembled battlefield equipment. It can also slice into enemy vehicles.
Detpacks	3	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.
Health/Ammo Dispenser	5	The supply dispenser hands out a variety of inexpensive supplies including various medicines, emergency care tools, and ammunition—perfect for those always on the go!

NOTES: Engineer droids drop health packs that can be used by other droids.



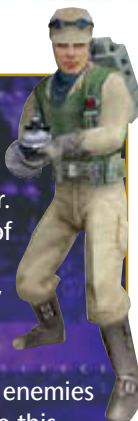
STAR WARS BATTLEFRONT II

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Rebel Smuggler

FACTION: Rebel Alliance

Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. But smugglers also possess a combat versatility well worth their fees and the Rebel Alliance often calls upon them to support its troops on the field. The smuggler can also repair items as well as slice enemies out of vehicles using his fusioncutter. In addition to this, he can also destroy enemy mines quickly and is invisible to enemy mines.



Equipment

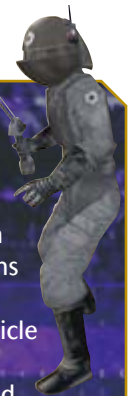
Weapon/ Equipment	Ammo per clip/ Total	Description
Shotgun	5/40	The shotgun fires a spread of 8 pellets per shot, making it extremely deadly at close range. An engineer can kill most enemies with a single hit. However, due to the spread of pellets, the damage decreases with range.
SoroSuub F-187 N/A Fusioncutter		The fusioncutter is a general-purpose device. It can repair vehicles and buildings and construct unassembled battlefield equipment. It can also slice into enemy vehicles.
Detpacks	3	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.
Health/Ammo Dispenser	5	The supply dispenser hands out a variety of inexpensive supplies including various medicines, emergency care tools, and ammunition—perfect for those always on the go!

NOTES: Because the Rebels are usually at a disadvantage to the Imperials with respect to vehicles, the Rebel smuggler's ability to slice into and take control of these vehicles is a great way to turn this firepower against the enemy.

Imperial Engineer

FACTION: Galactic Empire

Imperial engineers are most useful when behind the wheel of a vehicle. Trained across a wide range of vehicle types, they can repair damage on the fly. But, this focus on vehicle proficiency means the engineer is less armored and carries a lighter weapon load. Engineers stuck outside with no vehicle to drive can still help set up base defenses by constructing turrets at key points on the battlefield.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Blast Cannon	5/40	The shotgun fires a spread of 8 pellets per shot, making it extremely deadly at close range. An engineer can kill most enemies with a single hit. However, due to the spread of pellets, the damage decreases with range.
SoroSuub F-187 N/A Fusioncutter		The fusioncutter is a general-purpose device. It can repair vehicles and buildings and construct unassembled battlefield equipment. It can also slice into enemy vehicles.
Detpacks	3	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.
Health/Ammo Dispenser	5	The supply dispenser hands out a variety of inexpensive supplies including various medicines, emergency care tools, and ammunition—perfect for those always on the go!

NOTES: While Imperial engineers are great for close-in fighting, they're more productive in vehicles, particularly the AT-AT. Because AT-ATs have only a pilot, make sure this spot occupied by an Imperial engineer to help offset the constant beating they'll take by Rebel vehicles and turrets.

sniper class

Snipers are the masters of reconnaissance and precision attacks. Their sniper rifles are extremely powerful, capable of dropping an enemy with a single shot. But they fire and reload slowly, making them most useful in long-range engagements where retaliation is less threatening. In close-ranged combat, the sniper is better off using a pistol. In fact, they should arm this weapon while moving from one sniping position to the next. All snipers are also equipped with an auto turret. This small sphere hovers about waist height and automatically fires at any enemy units that come into its proximity, until it is destroyed or runs out of energy. Because snipers are often focusing on a very narrow part of the battlefield, they should use auto turrets to prevent enemies from sneaking up behind them. Sniper units carry only one auto turret, so they have to visit an ammo droid to grab a new one.

TIP

Sniper rifles fire a narrow high-intensity beam that can easily be traced back to its source. Therefore snipers need to keep shifting locations to avoid being targeted.

UNITS AND WEAPONRY

Clone Sharpshooter

FACTION: Republic Clone Army

Unlike a traditional army, where snipers are culled from the best of the best shooters, the clone troopers all possess the same characteristics regarding eyesight, accuracy, steadiness, and patience. However, the clone sharpshooter has received special “flash training,” teaching him the intricacies of being a good sniper. He has also trained exclusively with the modified DC-15x Sniper Rifle. On the battlefield, the clone sharpshooter is responsible for one task: disrupting enemy infantry. His specialized conditioning provides him with the ability to gather intelligence, sit, wait, and methodically pick off enemy units one by one.



Equipment

Weapon/Equipment	Ammo per clip/Total	Description
Republic DC-15x Sniper Rifle	5/35*	The DC-15x is a modified version of the standard clone trooper rifle, with added sights and accuracy for long-range efficiency.
Republic DC-15sl Blaster Pistol	N/A	An emergency sidearm designed to be small, portable, and deadly, the DC-15s is useful in close-quarters combat and makes a good backup.
Merr-Sonn V-1 Thermal Detonator	2	Clone troopers carry a smaller, battlefield version of the devastating thermal detonator. The device has been calibrated to maximize enemy casualties.
Auto Turret	1	This device is useful for giving the sniper additional firepower and protection. It can also be placed near a command post to defend it while the sniper covers from a distance.

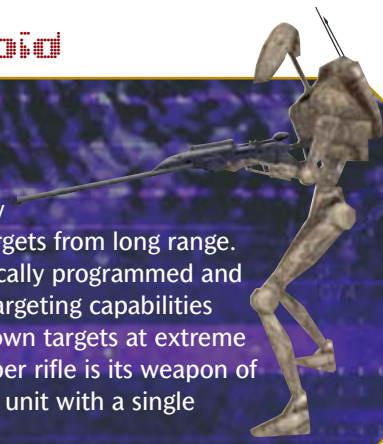
*5/56 for PC version only

NOTES: The sharpshooter should hold back at long distances and engage droidekas—their personal shield makes them easy to spot. Wait for the shield to drop before firing a couple of quick shots to eliminate these droids.

Assassin Droid

FACTION: CIS

Its accurate sniper rifle makes this droid especially effective at dispatching targets from long range. Assassin droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. The long-range sniper rifle is its weapon of choice, killing any infantry unit with a single headshot.



Equipment

Weapon/Equipment	Ammo per clip/Total	Description
BAW E-5s Sniper Rifle	5/35*	Many organic snipers are given special sniper weapons, suited to their capabilities. Not so the assassin droid, who is specially programmed to use the E-5s, an otherwise ordinary rifle, to its utmost capability.
Separatist Blaster Pistol	N/A	Due to the touchy political quagmire of producing weapons for an enemy of the Republic, the origin and manufacturer of this pistol remains anonymous. Those familiar with these types of weapons are fairly certain it is a BlasTech design, but BlasTech denies knowledge. Nevertheless the “Separatist” pistol remains a tried-and-true backup weapon for the droid armies.
Merr-Sonn V-1 Thermal Detonator	2	Merr-Sonn denies selling thermal detonators to the Separatists, yet many droids have been seen carrying V-1 thermal detonators on the battlefield. The device has been calibrated to maximize enemy casualties while minimizing friendly contact.
Auto Turret	1	This device is useful for giving the sniper additional firepower and protection. It can also be placed near a command post to defend it while the sniper covers from a distance.

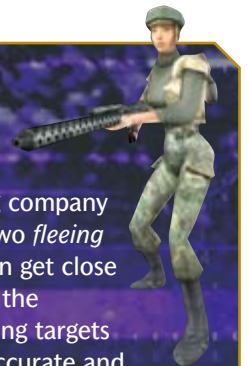
*5/56 for PC version only

NOTES: The assassin droid’s E-5s sniper rifle has two magnification levels, making it effective in picking off targets at extreme distances.

Rebel Marksman

FACTION: Rebel Alliance

Rebel marksmen know what it means to “lead” a target. A highly motivated team of marksmen can turn a marching company of Imperial stormtroopers into one or two *fleeing* Imperial stormtroopers before they even get close to the Rebel base. The marksmen have the specialized task of finding and eliminating targets from a safe location. They are deadly accurate and can even the odds on the battlefield.



Equipment

Weapon/Equipment	Ammo per clip/Total	Description
BlasTech E-17d Sniper Rifle	5/35*	Effective over a great distance, sniper rifles are the preferred weapons of choice for those wishing to remain hidden from their target.
BlasTech DL-44 Blaster Pistol	N/A	Even on the battlefield, an easily concealed, accurate sidearm can be quite useful. This model is commonly carried as a backup weapon.

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Equipment (cont.)

Weapon/ Equipment	Ammo per clip/ Total	Description
Merr-Sonn Munitions Class A Thermal Detonator	2	Thermal detonators are considered standard issue to all ground forces. Rebel technicians have tuned them to be dangerous to anyone caught in the blast radius.
Auto Turret	1	This device is useful for giving the sniper additional firepower and protection. It can also be placed near a command post to defend it while the sniper covers from a distance.

*5/56 for PC version only

NOTES: The Rebel marksmen's camouflage uniform worn on jungle planets makes them virtually invisible when hiding in high grass or vegetation.

Scout Trooper

FACTION:
Galactic Empire

Scout troopers use concealment, auto turrets, and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. The lightly armored scout is trained to advance well ahead of infantry divisions or provide rear-guard cover for troops. Ever vigilant, the scout takes pride in his role, acting as the "long-arm" of the Imperial law.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Modified Blas Tech E-11s Sniper Rifle	5/35*	The Modified E-11s is a single-shot, long-range rifle with a high-powered zoom. A carefully placed head shot with this rifle can make the difference between advancing and fleeing enemy troops.
BlasTech SE-14r Light Repeating Blaster Pistol	N/A	An ongoing Imperial contract with BlasTech yielded this semi-automatic blaster pistol, commonly used as a backup sidearm.
Baradium-Core Thermal Detonator	2	This handheld explosive device is effective against infantry. Unlabeled code keys prevent captured munitions from being used against Imperial forces.
Auto Turret	1	This device is useful for giving the sniper additional firepower and protection. It can also be placed near a command post to defend it while the sniper covers from a distance.

*5/56 for PC version only

NOTES: When attacking Rebel command posts, consider using scout troopers to pick off the operators of gun turrets. This is preferable to destroying them, as it allows your own troops to use them once they take control.

special units

The special units defy categorization, offering unique skills to their respective factions. For the most part, their skills and capabilities are quite specialized, making them extremely effective in certain situations. But their specializations leave them with glaring weaknesses that can be easily exploited by the enemy. So use these units as the need arises.

Some special units have abilities that can aid nearby allies or hurt nearby enemies. These include Rally, Neuro Poison, Rage, and so forth. After using one of these abilities, the unit can't use it again for a period of time—even if you immediately recharge the ability at an ammo droid.

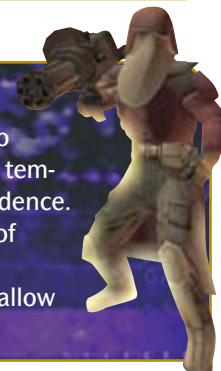
TIP

Special units are not available at the start of a battle. Instead, you must earn 8 or 12 points to unlock them for yourself. There is also a limit of three to four of each type of specialized unit on the battlefront at one time.

Clone Commander

FACTION: Republic Clone Army

The commanders are specially designed to lead the clone troops into battle. They can temporarily empower nearby ranks with confidence. Their chaingun can mow through groups of enemies and is incredibly deadly indoors where narrow halls or passageways don't allow enemies to get out of the way.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Chaingun	N/A	A one-second burst from this weapon will take down almost all enemies. However, it does require about a second to warm up before it starts firing. It can fire for about 8 seconds before it overheats and requires about 5 seconds of cooling before it can fire again.
Republic DC-15s Blaster Pistol	N/A	An emergency sidearm designed to be small, portable, and deadly, the DC-15s is useful in close-quarters combat and makes a good backup.
Rally	1	The clone commander can be a great force in multiplayer. When he rallies nearby troops, they gain a 50 percent reduction in damage for 20 seconds, even if they leave the commander's side to go and fight on their own.
Arakyd Mark IV Recon Droid		This small seeker droid can be deployed to gather intelligence while on the battlefield. It also carries its own blaster similar to a blaster pistol as well as a powerful self-destruct ability.

NOTES: The chaingun requires a several second cool down, even if you do not overheat it. Therefore, if you are going to fire it, you might as well fire until it overheats.

UNITS AND WEAPONRY

Jet Trooper

FACTION: Republic Clone Army

Capitalizing on the “genetic memory” of Jango Fett, the jet trooper utilizes a limited-flight jet pack to cover great distances very quickly. The flying jet trooper’s agility makes him very hard to hit, and his EMP launcher can be a deadly weapon at close range.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Merr-Sonn EMP Launcher	2/7	The EMP launcher fires an electromagnetic pulse outward toward targets. A blast from this weapon has been known to cause a massive electrical disruption capable of frying fragile droid circuitry.
Republic DC-17 Blaster Pistol	N/A	Jet troopers are often stuck in intense situations, so they carry a better blaster pistols than most other soldiers. The DC-17 has a higher rate of fire than its predecessors and is extremely deadly.
Merr-Sonn V-1 Thermal Detonator	4	Clone troopers carry a smaller, battlefield version of the devastating thermal detonator. The device has been calibrated to maximize enemy casualties.

NOTES: Use the jet trooper’s jet pack to reach new areas. To activate the jet pack, press the jump button twice. Keep leap-frogging from one elevation to the next, allowing the jet pack to recharge after each jump. This can take you to some very advantageous positions on the battlefield. The EMP launcher is great for taking out droids at close range or droids on turrets at long range. However, this weapon reloads slowly, making it hard to use during intense firefights. Instead, use the DC-17 blaster pistol to rapidly dispatch enemies. It works the same way as other blaster pistols, but benefits from a much higher rate of fire. In multiplayer games, try assembling small squads of jet troopers to overwhelm the enemy with aerial assaults on command posts. Before setting down, saturate the landing zone with thermal detonators and EMP blasts.

Magna Guard

FACTION: CIS

These enhanced droids protect important figures in the CIS army, such as General Grievous. Their deadly neuro poison can cripple any enemies in a radius around them.



Equipment

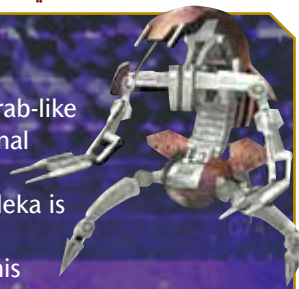
Weapon/ Equipment	Ammo per clip/ Total	Description
Bulldog RLR	6/30	This quick-firing rocket launcher not only packs a punch when it hits its target, it can also lock on to enemy infantry—but not vehicles. However, the homing ability is fairly limited and works best at long range against an enemy who moves very little.
Radiation Launcher	15	This weapon lobbs radiation grenades in an arc. The fuse of each grenade can be determined by the firer.
Neuro Poison	1	The magna guard can release a poisonous cloud that is toxic to organic life forms, but not droids. It immediately affects all nearby enemies.
Arakyd Mark IV Recon Droid		This small seeker droid can be deployed to gather intelligence while on the battlefield. It also carries its own blaster similar to a blaster pistol as well as a powerful self-destruct ability.

NOTES: The magna guard can be powerful, but it takes some practice to get to know how to use one effectively. The bulldog RLR can fire off six rockets quickly before it must be reloaded. Because it’s easy to miss enemies in motion, lock on to a target before firing. The radiation launcher’s grenades have fuses that can be set. Holding down the fire button lengthens the amount of time it takes for the grenade to detonate after it impacts a surface. A quick press of the fire button results in a detonation on impact, or hold the button longer to lengthen the fuse to a couple of seconds.

Droideka (Destroyer Droid)

FACTION: CIS

Even feared by Jedi Knights, the crab-like droideka is equipped with a personal shield and two powerful repeating blasters instead of arms. The droideka is a highly effective firing platform because of its tripod design, but this effectiveness comes at the sacrifice of speed. To counter its lack of mobility, the droideka can transform into a wheel to cruise rapidly around the battlefield.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Repeating Blasters	N/A	Twin high-energy blasters, mounted in its arms, serve as the droideka’s main offensive weaponry. The blasters’ secondary fire mode allows them to fire a salvo of blaster shots at a target.

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Equipment (cont.)

Weapon/ Equipment	Ammo per clip/ Total	Description
Personal Shield	N/A	The droideka's personal shield deflects damage from all ordnance for as long as the shield is deployed. The shield cannot be activated when the droideka is rolling around the battlefield in its wheel form.
Transform	N/A	The droideka has two modes of locomotion. The first is the "wheel form" which allows for quick travel, but no use of weaponry or shielding. The second is the "walk state," in which the droideka can scuttle and reorient while firing and using its shield.

NOTES: The droideka is one of the most devastating units in the game, capable of spitting out a steady stream of blaster fire while safely sitting behind its personal shield. This makes them great for defending command posts, as well as rushing neutral positions early in the game. In "wheel form," the droideka can zip across the battlefield, but they're also vulnerable to attacks. While the droideka can deploy its shield for protection in its "walk state," its movement is reduced dramatically, including its ability to rotate. For this reason, droidekas are most effective when traveling in groups of two or three. This way they can cover all possible angles of attack, preventing flanking maneuvers. Deploy the personal shield only when a threat is present in an effort to preserve its energy. Also, don't roll through deep water—the droideka will become waterlogged and explode.

TIP

Team droidekas with engineer droids to provide constant repair. The engineer can hide behind the droideka's shield for cover while firing the shotgun.

Bothan Spy

FACTION: Rebel Alliance

The cunning Bothans are known throughout the galaxy for their spying capabilities. On the battlefield they sneak behind enemy lines, causing chaos and wreaking havoc, and then fade into the environment. The Bothan spy also has the unique ability to regenerate health.



Equipment

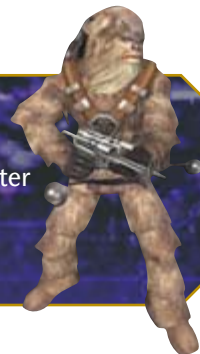
Weapon/ Equipment	Ammo per clip/ Total	Description
Incinerator	10	This weapon emits an intense wave of heat that causes lots of damage to the target and all other nearby units. The longer this weapon is fired, the more damage it causes.
Stealth	N/A	Bothan spies can make themselves invisible until the unit's energy is depleted.
Regeneration	1	This ability can be used for the Bothan spy and all nearby allies. It causes them to regenerate for 30 seconds, even after they have left the spy's side.
Merr-Sonn TB-47 Time Bomb	3	Much like its predecessors, this time bomb can severely damage or destroy a target in a matter of seconds. Just drop the device next to a vehicle or building and the five-second count down to destruction begins.

NOTES: The Bothan spy has some great abilities that can be mastered by a patient player. While the stealth ability is limited, it can allow you to move in near a command post and then take out defenders with the incinerator. This ability is also great for defending a command post because an enemy will think it's unguarded, allowing you to sneak up behind them and take them out.

Wookiee Warrior

FACTION: Rebel Alliance

The Wookiees joined the Rebel Alliance after the Empire invaded their home planet, Kashyyyk, and enslaved their people. Wookiees fight with unmatched ferocity.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Wookiee Bowcaster	35/210	The Wookiee bowcaster is less advanced than a blaster pistol, but it packs quite a powerful punch. Hand-built by the master weapon crafters of Kashyyyk, the bowcaster is the traditional weapon of the Wookiees.
Merr-Sonn HH-4 Grenade Launcher	5/15	This versatile weapon lobbs small grenades outward toward targets. The grenades used by the launcher are similar to the larger handheld thermal detonators soldiers carry.
Merr-Sonn Munitions Class A Thermal Detonator	4	Thermal detonators are considered standard issue to all ground forces. Rebel technicians have tuned them to be dangerous to anyone caught in the blast radius.
Arakyd Mark IV Recon Droid	1	This small seeker droid can be deployed to gather intelligence while on the battlefield. It also carries its own blaster similar to a blaster pistol as well as a powerful self-destruct ability.

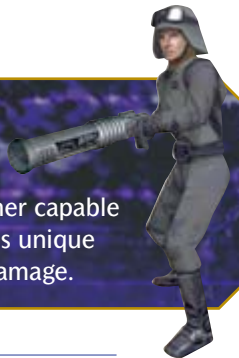
UNITS AND WEAPONRY

NOTES: Its diverse arsenal of weapons makes the Wookiee warrior an offensive powerhouse. Plus, it's one of the hardest units in the game, capable of taking heavy damage. The Wookiee bowcaster can fire individual bolts, or when charged (by holding down the trigger) fire multiple bolts in a wide spread. But a fully charged spread eats up ammo quickly (seven per shot) and takes a few seconds to charge. This makes the bowcaster difficult to use in fast-moving, close-quarter fire fights. The grenade launcher fires munitions with a delay, causing them to bounce around before exploding. This can make targeting a bit difficult, as the grenade will bounce away from your enemy with anything less than a direct hit. The Wookiee warrior's offensive capability comes at the cost of speed, making it one of the slowest units in the game.

Imperial Officer

FACTION: Galactic Empire

These Imperial tacticians support the troops in the field with a mortar launcher capable of leveling rebel resistance. The officer's unique training allows for increased weapon damage.



Equipment

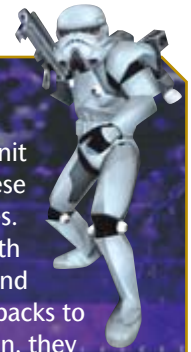
Weapon/ Equipment	Ammo per clip/ Total	Description
Sonic Blaster	5/25	This weapon emits a sonic pulse that is more effective at close range.
Merr-Sonn V-6d Mortar Launcher	5/25	This versatile weapon lobbs small grenades outward toward targets. The weapon can be configured to fire grenades that either bounce or explode on contact with the target.
Rage	1	The Imperial officer can use this ability to increase the damage caused by nearby allied troops by 50 percent over a period of 15 seconds, even if they move off on their own.
Arakyd Mark IV Recon Droid	1	This small seeker droid can be deployed to gather intelligence while on the battlefield. It also carries its own blaster similar to a blaster pistol as well as a powerful self-destruct ability.

NOTES: The Imperial officer is great for leading a team attacking a command post. The rage ability increases the damage caused by the team and the mortar launcher can help clear out enemies in a hurry.

Dark Trooper

FACTION: Galactic Empire

The dark trooper is the close-combat elite unit of the Imperial Forces. It is rumored that these troops are more than mere humans or clones. It is said that they are cyborgs, enhanced with machine parts that augment their physical and mental abilities. Dark troopers use their jet packs to "jump" right to their targets. Once in position, they attempt to do as much damage as possible. Cyborgs or not, the dark trooper is deadly and fearsome.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Arc Caster	5/25	This weapon fires an arc of electricity that can hit not only the target, but also nearby units. Intensity of an arc can be increased by the firer charging up the weapon before firing.
BlasTech SE-14r Light Repeating Pistol	N/A	An ongoing Imperial contract with BlasTech yielded this semi-automatic blaster pistol, commonly used as a backup sidearm.
Baradium-Core Thermal Detonator	4	This handheld explosive device is effective against infantry. Unlabeled code keys prevent captured munitions from being used against Imperial forces.

NOTES: The dark trooper's jet pack provides the unit with an abrupt vertical boost, making it more useful for quick escapes than for travel. But with some practice, the jet pack can still be used to maneuver around the higher elevations of the battlefield. Press the jump button twice to use the jet pack. The trooper's arc caster can be charged up to increase its damage by holding down the fire button, then releasing to fire. The combination of this weapon and the dark trooper's aerial capability make this unit extremely effective in staging quick surprise attacks on enemy command posts at close range. For best results, assemble small squads and drop in on the enemy, seizing the element of surprise while blasting defenders. The dark trooper is best sticking to the air and rooftops, because the unit is extremely sluggish on the ground, presenting a slow-moving target to enemy troops.

TIP

Both the dark trooper and jet trooper are impervious to fall damage, allowing them to drop from high elevations without suffering a scratch.



space classes

During space battles, there are only two classes available—pilots and marines. These classes are identical among the four factions.

Pilot Class

FACTION: All

Pilots automatically regenerate the health of whatever vehicle they occupy and can repair damaged vehicles, droids, and turrets. They also carry a powerful time bomb.



Equipment

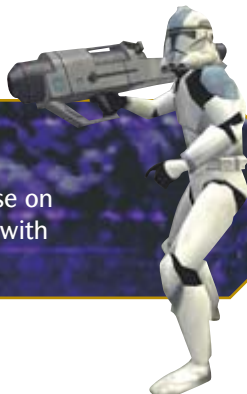
Weapon/ Equipment	Ammo per clip/ Total	Description
Commando Pistol	N/A	The pilot's only weapon is used for attacking enemy troops as well as taking out auto turrets during boarding operations.
SoroSuub F-187 Fusioncutter	N/A	The fusioncutter is a general-purpose device. It can repair starfighters, droids, and even critical systems within a ship that have not already been destroyed.
Merr-Sonn TB-47 Time Bomb	3	The time bomb will severely damage or destroy a target in a matter of seconds. Just drop the device next to a vehicle or building and the countdown to destruction begins.

NOTES: Pilots are the main class you will use during space assaults. Their ability to repair their starfighter in flight is invaluable and allows you to fight longer against the many threats faced in space. Pilots are also quite capable of boarding. Their fast starfighters can get into the enemy's hangar quickly and the time bombs are excellent for taking out a capital ship's critical systems from the inside or for destroying parked enemy starfighters. It is also a good idea to keep a pilot on your own capital ship because they can repair the shields, life support, and engine systems as long as they are not completely destroyed. A single pilot assigned to work on the shields can prevent all of the other critical systems from being damaged externally by starfighters.

Marine Class

FACTION: All

Marines provide the last line of defense on capital ships, repelling enemy attacks with heavy ordnance.



Equipment

Weapon/ Equipment	Ammo per clip/ Total	Description
Blaster Rifle	50/200	This is the standard blaster rifle used by most factions' soldier classes. It gives a marine an advantage over enemy pilots on foot.
Rocket Launcher	1/4	The rocket launcher is a marine's heavy fire power, allowing them to attack and destroy enemy transports that have landed in your hangar or for taking out critical systems during a boarding on your opponent's capital ship.
Thermal Detonators	4	Marines use these standard grenades during boarding operations and in defense of their own capital ship.

NOTES: Marines are important for defending your capital ship. When an enemy transport lands, a main priority in addition to killing the troops that climb out is to destroy the transport so that it can't act as an enemy spawn point inside your ship. Marines rocket launchers are best for this and are also effective during boarding for destroying enemy critical systems.

Heroes

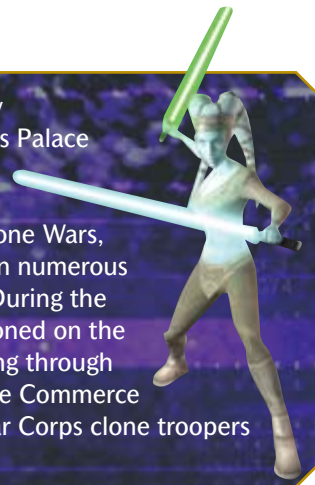
Throughout the game, players have the opportunity to play as the incredibly powerful hero characters. When certain conditions have been met, a prompt appears on-screen indicating that a hero is now available. The player has a limited amount of time to take advantage of the hero, as indicated by the glowing hero bar. Taking damage reduces the time remaining on the hero bar, but defeating enemies increases it. Skillful players can prolong their time with these unique classes. Each hero has an array of unique powers and abilities that can be used to dominate the battlefield. When a hero is defeated, it leaves the battlefield, and may respawn later in the match.

Aayla Secura

FACTION: Republic Clone Army

APPEARANCES: Felucia, Jabba's Palace

As most Jedi, Aayla Secura became a general during the Clone Wars, leading clone trooper infantry on numerous campaigns in the epic conflict. During the Outer Rim Sieges, she was stationed on the colorful world of Felucia, trudging through the overgrown underbrush of the Commerce Guild planet with the valiant Star Corps clone troopers under her command.



UNITS AND WEAPONRY

Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Pull	N/A	This Force power draws an enemy into close range so the Jedi can follow up with a lightsaber attack.

NOTES: Aayla wields two lightsabers, allowing her quickly attack enemies in front of her as well as to each side. She also has a leaping attack style.

Ki-Adi-Mundi

FACTION: Republic Clone Army
APPEARANCES: Mygeeto

Ki-Adi-Mundi became a general in the Clone Wars, leading clone trooper infantry on campaigns scattered throughout the galaxy. He still retained his high position on the Jedi Council, remotely attending council sessions via hologram. During the Outer Rim Sieges, as the Clone Wars were nearing their end, Ki-Adi-Mundi was stationed on the Banking Clan stronghold world of Mygeeto. There, he led the Galactic Marine clone troopers.

Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Pull	N/A	This Force power draws an enemy into close range so the Jedi can follow up with a lightsaber attack.

NOTES: Ki-Adi-Mundi is available only on Mygeeto. However, his Jedi powers allow him to quickly move across this battle-front and eliminate enemies of the Republic.

Mace Windu

FACTION: Republic Clone Army
APPEARANCES: Coruscant, Geonosis, Yavin 4

A respected Jedi on par with the venerable Yoda, Mace Windu was a senior member of the Jedi High Council. His wisdom and experience were legendary, and his words carried great weight. As the Clone Wars erupted on Geonosis, Windu led a special squad of commando clone troopers into the thick of battle.

Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Push	N/A	This Force power pushes an enemy back.

NOTES: Mace Windu can use the Force push when an enemy is attacking him from outside of lightsaber range to knock them down until Windu can move in for the kill.

Obi-Wan Kenobi

FACTION: Republic Clone Army
APPEARANCES: Death Star, Kamino, Mos Eisley, Mustafar, Naboo, Utapau

A dedicated and legendary Jedi Knight, Obi-Wan Kenobi had a long and tumultuous career that has helped shape the fate of an entire galaxy. During the Clone Wars, Kenobi ascended to the rank of Jedi Master, and he occupied a position in the Jedi Council. He was able to contribute to the highest levels of Jedi strategy.

Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Push	N/A	This Force power pushes an enemy back.

NOTES: Obi-Wan is a capable Jedi and great for clearing out groups of enemies with his saber throw—especially down narrow corridors where enemies have no way to get out of its way.

STAR WARS BATTLEFRONT II

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Yoda

FACTION: Republic Clone Army

APPEARANCES: Dagobah, Kashyyyk, Polis Massa, *Tantive IV*

Yoda, the ancient and revered Jedi Master, lived his final years hiding on the swamp planet of Dagobah. Nine hundred years old, Yoda had trained Jedi for eight centuries, and was very powerful in the Force. Among his last pupils were the most important (and reckless) Jedi in recent history, Obi-Wan Kenobi and Luke Skywalker.



Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Force Push	N/A	This Force power pushes an enemy back.
Force Pull	N/A	This Force power draws an enemy into close range so the Jedi can follow up with a lightsaber attack.

NOTES: Due to Yoda's small stature, he can be tough to see in high grass and other concealment. He often leaps up to attack his enemies.

Count Dooku

FACTION: CIS

APPEARANCES: Geonosis

A former Jedi who had renounced his commission, Count Dooku built the Separatist movement, rallying thousands of systems to his cause against the Republic. As the Sith apprentice Darth Tyrannus, Dooku used his lightsaber skills to fight the Jedi.



Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Force Lightning	N/A	This powerful attack allows a Jedi to attack multiple enemies at once with an electrical attack.
Force Choke	N/A	This power immobilizes an individual enemy as it causes damage.

NOTES: Like most of the Sith heroes, Count Dooku can use Force powers to harm his enemies. Both his powers require energy, and they last as long as you hold down the secondary fire button or until Dooku's energy runs out.

Darth Maul

FACTION: CIS

APPEARANCES: Coruscant, Jabba's Palace, Mos Eisley, Mustafar, Naboo, Polis Massa, Yavin 4

Darth Maul was the apprentice of Darth Sidious prior to the outbreak of the Clone Wars and supported the CIS during its early years. While on Naboo, he killed Qui-Gon Jinn and was then himself killed by Obi-Wan Kenobi.



Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw lightsabers and potentially strike several enemies.
Force Push	N/A	This Force power pushes an enemy back.

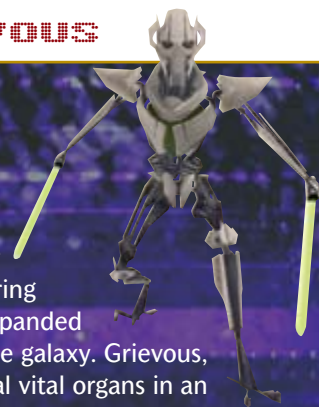
NOTES: Darth Maul's dual-bladed lightsaber allows him to attack with wide, slashing motions. He is extremely deadly indoors and his saber throw is more deadly than those with only a single lightsaber.

General Grievous

FACTION: CIS

APPEARANCES: Dagobah, Mygeeto, *Tantive IV*, Utapau

General Grievous was the brilliant strategist and leader of the CIS army. Through daring strikes and campaigns, he expanded Separatist control through the galaxy. Grievous, a cyborg combining biological vital organs in an artificial body, hunted Jedi for sport and would keep their lightsabers as trophies.



UNITS AND WEAPONRY

Equipment and Powers

Weapon/ Equipment	Ammo per clip/ Total	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Rage	1	This ability increases the damage inflicted by all nearby allies for a period of time.

NOTES: General Grievous has a damaging four lightsaber combo and dash attack that is great for attacking. If you are fighting against him, stay back and hit him from medium range. Even Jedi should use their saber throw ability and stay out of reach of his lightsabers.

Jango Fett

FACTION: CIS
APPEARANCES: Felucia, Kamino, Kashyyyk

Jango Fett was the bounty hunter hired by Darth Tyrannus to serve as the DNA template for the clone army. Jango also served as Tryannus's enforcer.



Equipment and Powers

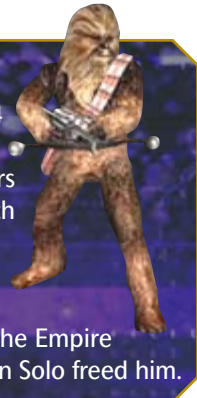
Weapon/ Equipment	Ammo per clip/ Total	Description
Westar-34 Blaster	16/128	Jango's pistol has a very rapid rate of fire and does more damage than a standard pistol.
Flame Thrower	60	This weapon fires a jet of flames for a short period of time, causing targeted enemies to catch fire and take lots of damage.
Wrist Rocket	6	These rockets are dumb fired from the wrist and are similar to those carried by super battle droids.
Merr-Sonn TB-47 Time Bomb	3	The TB-47 Time Bomb will severely damage or destroy a target in a matter of seconds. Just drop the device next to a vehicle or building and the countdown to destruction begins.

NOTES: Jango Fett's pistol has a single zoom capability, allowing it to be used for attacking enemies at long range. He also has a jet pack allowing him to fly about the battlefield and get to elevated positions.

Chewbacca

FACTION: Rebel Alliance
APPEARANCES: Felucia, Kashyyyk, Yavin 4

Chewbacca was a veteran of the Clone Wars and a part of the high command tasked with protecting Kashyyyk from droid invasion. After the war, the Wookiees were enslaved by the Empire. For a time, Chewbacca was a slave, toiling away for the betterment of the Empire until an impudent Imperial cadet named Han Solo freed him.



Equipment and Powers

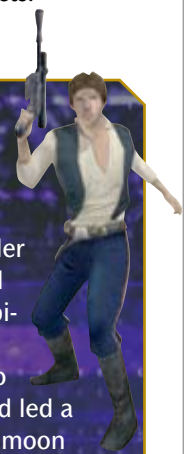
Weapon/ Equipment	Ammo per clip/ Total	Description
Wookiee Bowcaster	35/210	The Wookiee bowcaster is less advanced than a blaster pistol, but it packs quite a powerful punch. Hand-built by the master weapon crafters of Kashyyyk, the bowcaster is the traditional weapon of the Wookiees.
Guided Rocket	4	This rocket can be remotely controlled by Chewbacca to hit enemies at long range and out of sight.
Rage	1	This ability increases the damage inflicted by all nearby allies for a period of time.
Merr-Sonn TB-47 Time Bomb	3	The TB-47 Time Bomb will severely damage or destroy a target in a matter of seconds. Just drop the device next to a vehicle or building and the countdown to destruction begins.

NOTES: Chewbacca is tougher than the standard Wookiee warrior and can take more damage. His guided rocket uses the same control as a starfighter and can be slowed down, speeded up, or even given a short burst of speed. The faster the rocket's speed at impact, the more damage it inflicts.

Han Solo

FACTION: Rebel Alliance
APPEARANCES: Endor, Kamino, Mos Eisley, Utapau

As captain of the *Millennium Falcon*, this smuggler and his copilot Chewbacca fell in with the Rebel Alliance as a result of taking Luke Skywalker, Obi-Wan Kenobi, and a couple droids on a charter flight that ended up on the Death Star. Han Solo became a commander for the Rebel Alliance and led a daring raid against the shield generators on the moon of Endor.



Equipment and Powers

Weapon/ Equipment	Ammo per clip/ Total	Description
DL44 Blaster	N/A	Han Solo's blaster fires three quick shots in a row.

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Equipment and Powers (cont.)

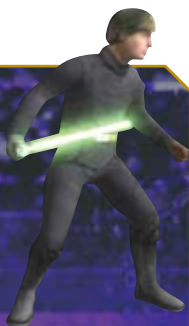
Weapon/ Equipment	Ammo per clip/ Total	Description
SoroSuub F-187 Fusioncutter	N/A	The fusioncutter is a general-purpose device. It can repair vehicles and buildings and construct unassembled battlefield equipment.
Detpack	5	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.
Rally	1	This ability decreases the damage nearby allies receive for a limited amount of time.

NOTES: Han Solo is the only hero who also carries a fusioncutter, allowing him to not only repair things, but also slice into vehicles. His detpacks can also cause some major damage to vehicles and structures.

Luke Skywalker

FACTION: Rebel Alliance
APPEARANCES: Coruscant, Death Star, Hoth, Jabba's Palace, Mygeeto

The son of Anakin Skywalker, Luke was trained in the ways of the Jedi first by Obi-Wan Kenobi and then Yoda. He became a great hero in the Rebel Alliance by destroying the Death Star.



Equipment and Powers

Weapon/ Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Push	N/A	This Force power knocks an opponent back.

NOTES: Luke has the standard Jedi powers and attacks. He is great for leading teams on raids to capture enemy command posts.

Princess Leia

FACTION: Rebel Alliance
APPEARANCES: Naboo, Polis Massa, *Tantive IV*

Daughter of Anakin Skywalker, Leia was raised by Bail Organa and became a member of the Imperial Senate as well as a member of the Royal Family of Alderaan. Secretly Leia was a member of the Rebel Alliance and used her diplomatic immunity to run aid missions for the rebels.



Equipment and Powers

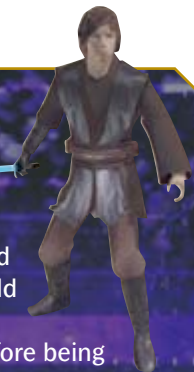
Weapon/ Equipment	Ammo per clip/ Total	Description
Sporting Blaster	N/A	This pistol has two levels of magnification and its shots can pass through multiple enemies.
Thermal Detonator	3	These are the standard grenades carried by Rebel troops.
Invulnerability	1	This ability allows Princess Leia and nearby allies to take more damage than normal.

NOTES: Princess Leia is best used for attacking enemies at a distance as well as leading raids against the enemy using her invulnerability to strengthen her team.

Anakin Skywalker

FACTION: Galactic Empire
APPEARANCES: Mustafar

Liberated from slavery on Tatooine by Qui-Gon Jinn, Anakin was trained in the force by Obi-Wan Kenobi and considered to be the chosen one who would bring balance to the Force. Anakin fought for the Republic during the Clone Wars before being deceived into turning to the Dark Side by Darth Sidious and ordered to hunt down and destroy the Jedi.



Equipment and Powers

Weapon/ Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	This allows Jedi to throw a lightsaber and potentially strike several enemies.
Force Push	N/A	This Force power knocks enemies away from Anakin.

NOTES: Anakin functions just like a standard Jedi with the same abilities as Luke Skywalker.

UNITS AND WEAPONRY

Boba Fett

FACTION: Galactic Empire
APPEARANCES: Felucia, Jabba's Palace, Kamino, Kashyyyk, Mos Eisley, Mygeeto, Utapau, Yavin 4

Boba Fett is an exact clone replica of Jango Fett, who raised him as a son. As a bounty hunter, Boba Fett accepted contracts from the criminal underworld as well as the Empire.



Equipment and Powers

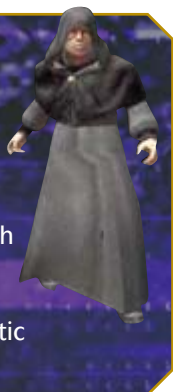
Weapon/Equipment	Ammo per clip/Total	Description
E-3 Blaster Rifle	36/144	Boba Fett's rifle fires in bursts of three shots.
Flame Thrower	60	This weapon fires a jet of flames for a short time, causing targeted enemies to catch fire and take lots of damage.
Wrist Rocket	5	These rockets are dumb fired from the wrist and are similar to those carried by super battle droids.
Detpack	4	These explosives can be dropped and then remotely detonated by pressing the secondary fire button a second time. They are useful for destroying turrets and vehicles, and even as traps for enemy infantry. Only one detpack can be set at a time.

NOTES: Boba Fett has a jet pack that allows him to quickly move about the battlefield and go over obstacles that others would have to go around.

Emperor (Darth Sidious)

FACTION: Galactic Empire
APPEARANCES: Coruscant, Death Star, Naboo, Polis Massa

The one time senator from Naboo who later became Supreme Chancellor of the Republic, Palpatine hid a dark secret. He was truly a Sith Lord—Darth Sidious. After creating and then ending the Clone Wars, Sidious declared that the Republic was to be replaced by the Galactic Empire, with himself as the Emperor.



Equipment and Powers

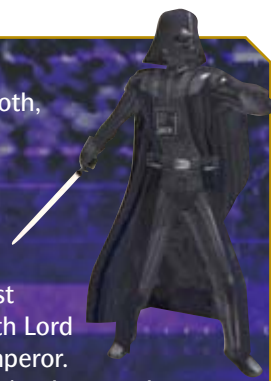
Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Force Lightning	N/A	This powerful attack allows a Jedi to attack multiple enemies at once with an electrical attack.
Force Choke	N/A	This power immobilizes an individual enemy as it causes damage.

NOTES: The Emperor uses a unique dash attack and his Force jump ability allows him to fly for sustained periods of time, similar to a jet pack.

Darth Vader

FACTION: Galactic Empire
APPEARANCES: Dagobah, Endor, Hoth, Tantive IV

After Anakin Skywalker was seduced to the Dark Side of the Force, he took the Sith name of Darth Vader. After nearly dying after a duel against Obi-Wan Kenobi on Mustafar, the Sith Lord was nursed back to health by the Emperor. Due to the injuries sustained, cyborg implants and enhancements were necessary to keep him alive.



Equipment and Powers

Weapon/Equipment	Ammo	Description
Lightsaber	N/A	The weapon of the Jedi, the lightsaber is used for slashing attacks at close range.
Saber Block	N/A	Jedi can use a lightsaber to block incoming shots from the front.
Saber Throw	N/A	Darth Vader can throw his lightsaber to strike at enemies at a distance.
Force Choke	N/A	This power immobilizes an individual enemy as it causes damage.

NOTES: Darth Vader moves slower than other heroes. Therefore, use his Force sprint ability to get into combat. His saber throw and Force choke are great for attacking enemies outside of lightsaber range.

droids and items

Expending ammo and taking damage is part of the battlefield experience. Fortunately you can heal and resupply using a variety of resources. Droids are the best way to get your supply fix, providing an endless inventory of health and munitions. But you can find other supply items too, helping keep your team on the move.

Medical Droid

Medical droids slowly heal any injured units within their operational radius. Fully healing at a medical droid can take a while, so make sure the surrounding area is secure. Sometimes snipers use medical droids as bait, picking off unsuspecting units when they feel most secure.



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Ammo Droid

Like medical droids, ammo droids replenish all forms of ammo ranging from rifle clips, to mines, to recon droids. Fully restoring your ammo takes slightly less time than healing, but you still need to hang out next to the droid while stocking up. Ammo droids also serve as sniper bait, plus they can be booby trapped by slyly sticking a mine to a side. Approach ammo droids cautiously, especially when behind enemy lines.



TIP

Droids help your enemy as well. Consider taking them out wherever they may benefit the enemy.

Bacta Tank

These cylindrical tanks are dropped randomly by dead units, instantly restoring 25 percent of your health. Grabbing these tanks on the run is much easier and safer than camping near a medical droid.



Ammo Canister

Like the bacta tank, ammo canisters are also dropped randomly by dead units. This is a quick way to replenish some ammo, increasing your munitions by a full clip.



Health/Ammo Dispenser

Health/ammo dispensers are carried exclusively by engineer units, and can be distributed to teammates for quick healing and ammo replenishment. Although this combo-pack looks similar to the standard bacta tank and ammo canister, these dispensers provide twice the healing power and supplies, increasing your health by 50 ticks and your ammo by two full clips. When an engineer runs out of these dispensers, they can reload only at an ammo droid—picking up another dispenser or ammo canister won't work.



medals and bonuses

Certain accomplishments are tracked in the game. If a player accomplishes certain goals within the course of one life (such as six headshots with a sniper rifle), he or she earns a medal. By accumulating medals, players begin to unlock the different levels of an award. Everyone starts out as Green (Level 0). After gaining a medal four times in one category, the player advances to Veteran (Level 1) status. Once the player has attained a Veteran status in any one of the medal categories

then the award becomes available. If the award is gained, the award will stay with that player for one life. In addition, while the bonus is active the award cannot be accrued again. Heroes are not eligible for these bonuses because the hero himself is enough of an award.

Elite status is earned after 32 of any specific medals are won. The reward for reaching Elite status is the points or kills necessary to unlock the medal at this level is reduced 25 percent. After earning 64 medals, you're granted Legendary status. Once this is reached, the player keeps the associated award permanently during single-player missions. In single-player games, these awards are tracked over your career and anything unlocked becomes available in all modes. In multiplayer games, the server host has the choice of activating or deactivating awards in their game session. However, at that point they are equally available to all players. Listed below are the awards.

Name	Requirement	Award
Gunslinger	6 kills with pistol	Precision Pistol—this pistol is very accurate and includes a sniper scope.
Frenzy	12 Kills with blaster rifle	Elite Assault Rifle—this rifle causes more damage than the standard blaster rifle and fires in bursts of three shots.
Demolition	4 critical hits vs. vehicles	Guidable Rockets—you can control these rockets as you would a starfighter.
Technician	Hack into a vehicle	Vehicle Regen—while inside a vehicle, you cause it to be repaired more quickly than usual.
Marksman	6 headshots with sniper rifle	Particle Beam Rifle—this more powerful sniper rifle's shots actually pass through enemies, allowing for multiple kills.
Regulator	8 kills with shotgun	Flechette Shotgun—this shotgun causes more damage than the standard shotgun.
Endurance	Score 8 Points	Energy Recuperation—your energy bar restores energy quicker.
Guardian	Score 16 points	Shielding—you take less damage from enemy attacks.
War Hero	Score 24 points	Damage Increase—each of your attacks causes more damage against the enemy.

NOTE: The requirements must be completed within a single life.

You also earn rankings which are determined by the total number of medals you have earned. These allow you to give orders to AI soldiers on your team.

Rank	Number of troops you can lead	Requirement
Private	1	none
Sergeant	2	20 Medals total
Captain	3	100 Medals total
General	4	300 Medals total

VEHICLES

VEHICLES

In *Star Wars Battlefront II*, vehicles offer much more than a way to get from one side of the map to the other. In fact, their speed and destructive firepower are often the deciding factor in every battle in which they appear. Each faction has its own arsenal of vehicles with unique attributes and capabilities. In this chapter, we take a detailed look at every vehicle as well as all the turrets you encounter on various battlefields.

scout vehicles

This type of ground vehicle is fast and light. It can zip across the battlefield at great speed and is not meant for heavy combat. It is armed and armored, but only lightly to give some minimal protection. Use these vehicles primarily as transports. Snipers can use them to quickly reach remote areas and monitor enemy troop movements.

74-Z Speeder Bike/BARC Speeder



Size: 4.4 meters long
Max Speed: 500 kilometers per hour
Crew: Pilot
Armament: 1 laser cannon
Faction: Republic, Galactic Empire, Rebel Alliance

Developed by the Aratech Repulsor Company, the 74-Z military speeder bike is compact, flies low to the ground, and presents a small profile. 74-Z speeder bikes are capable of reaching speeds up to 500 kilometers per hour and are highly maneuverable, making them the vehicle of choice for reconnaissance missions. Scout a battlefield's perimeter or zip away from a scuffle with relative ease on an Aratech speeder bike.

NOTES: The speeder bike is the fastest ground vehicle available, capable of zooming across the map within a matter of seconds. With its immense speed comes the potential for disaster. Even at moderate speeds, the speeder bike will explode on contact with any solid object. However, you can use it to run down enemy units—this is often preferable to shooting them with the bike's slow firing laser cannon mounted beneath the frame.

TIP

The speeder bike has a lift ability. Press the jump button while moving and the bike will lift itself over low obstacles.

STAP



Size: 2 meters tall
Max Speed: 400 kilometers per hour
Crew: Pilot
Armament: 2 blaster cannons
Faction: CIS

The STAP is a military version of a civilian craft known as the airhook. Designed to carry a single soldier, the STAP is a slender low-atmosphere repulsorlift reconnaissance vehicle manufactured by the Baktoid Armor Workshop and used by the Separatist droid army. As a light and fast reconnaissance craft, the STAP is excellent for scouting targets along the battlefield and providing some support for ground troops.

NOTES: The STAP is armed with dual blaster cannons, giving it a bit more offensive capability than the speeder bike. This makes the vehicle useful for staging rush attacks on lightly defended command posts. Keep circling the position until the defenders are neutralized, then zoom in toward the command post to capture it.

medium assault vehicles

These vehicles have heavier weapons and armor and are slower than the scout craft, but they pack more power and durability. In most battles, they make up the bulk of your assault force. Learn to use them in coordination with infantry to quickly overwhelm enemy command posts.

AAC-1 Speeder



Size: 5.7 meters long
Max Speed: 227 kilometers per hour
Crew: Pilot, main gunner
Armament: 2 laser cannons, 2 particle cannons, 2 missile turrets
Critical Hit Location: Black coolers on sides of tank
Faction: Rebel Alliance

The combat landspeeder is a military landspeeder concept that never came to fruition. After a bad night at the Sabaac tables, a SoroSuub designer sold the design blueprints to the Rebellion to pay off his debts. The AAC-1 is fast, maneuverable, and equipped with reinforced hull plating. Rebellion officers have found the vehicle to be effective when used for lightning strikes against military targets.

NOTES: The AAC-1 has unparalleled lateral maneuverability, giving it the ability to slip sideways, dodging incoming fire. It also packs an impressive wallop; it's armed with missile turrets manned by a gunner, and pilot-controlled dual laser cannons and blaster cannons. Its mix of offensive and defensive attributes make it clearly capable of winning most engagements against any other medium assault vehicle.

IFT-X (TX-130S Fighter Tank)



Size: 8.2 meters long
Max Speed: 193 kilometers per hour
Crew: Pilot, main gunner
Armament: 2 blaster cannons, 2 missile launchers, 1 beam cannon
Critical Hit Location: Circle at rear of tank
Faction: Republic

The Republic fighter tank is a specially designed repulsor craft developed to counteract the strong ground forces of the Separatist droid armies. Its repulsorlifts are specially tuned for quick maneuvering, yet they carry a heavy payload of firepower. Clone troopers fighting alongside these tanks have a much easier time advancing the front lines forward.

NOTES: When using the IFT-X, always make sure a gunner is onboard to maximize the tank's firepower. Unfortunately, the beam cannon's position is exposed, leaving the gunner open to incoming fire, particularly by enemy snipers. If the beam cannon is not manned, the IFT-X is at an offensive disadvantage, especially when engaging its nemesis, the Separatist AAT.

IFT-T (TX-130T Fighter Tank)



Size: 8.2 meters long
Max Speed: 193 kilometers per hour
Crew: Pilot, main gunner
Armament: 2 blaster cannons, 2 missile launchers, 1 beam cannon
Critical Hit Location: Circle at rear of tank
Faction: Galactic Empire

Using the old philosophy of "if it ain't broke, make it better anyway," the Imperial Department of Military Research modified Rothana Heavy Engineering's TX-130S Fighter Tank. The new TX-130T maintains many features of the old design, but it packs a bit more punch than its predecessor. The TX-130T's repulsorlifts are much better tuned for quick maneuvering, and a slightly more impressive weapons layout was added to the old design. The TX-130T is well suited for pushing the front lines forward.

NOTES: Despite some cosmetic differences, this tank is identical to the Republic's IFT-X. Use it to support infantry attacks and assault the enemy's medium assault vehicles.

AAT (Armored Assault Tank)



Size: 9.75 meters long
Max Speed: 55 kilometers per hour
Crew: Pilot, main gunner
Armament: 2 laser blasters, 2 missile launchers, 1 laser cannon
Critical Hit Location: Rear panel
Faction: CIS

Intended for frontal assaults, the AAT is one of the most heavily armed and armored vehicles ever produced by the now-defunct Baktoid Armor Workshop. As the Separatist movement began to grow, the Trade Federation added their battle-hardened AATs to the ranks of the Separatist's droid army for use as frontline assault tanks.

NOTES: Both the pilot and gunner positions in the AAT need to be manned to maximize this tank's offensive potential. If piloting the tank alone, switch to the gunner position to fire off the main gun, then jump back in the pilot's position to use chassis-mounted laser cannons while the main gun recharges. When possible, group the AATs in pairs and use their impressive firepower to rush command posts prior to infantry assaults.

VEHICLES

Armored Tank Droid



Size: 6.2 meters tall
Max Speed: 100 kilometers per hour
Crew: Pilot
Armament: 2 shock rifles,
 2 mortar cannons
Critical Hit Location: Rear
 tread cylinder
Faction: CIS

Armed with dual shock rifles and dual mortar cannons, this tank is capable of dealing heavy damage, quickly, to both vehicles and infantry. Although the armored tank droid was mistaken at first for being a slow, clunky vehicle, the Republic soon realized that it could easily traverse short distances at blazing speeds. Each shock rifle blasts 10 projectiles in a horizontal, scattered fashion. These rifles may not be very accurate, but they are extremely deadly at close range. While not as deadly as its secondary fire against vehicles, these rifles can provide a significant source of additional damage to vehicles when they are combined with the mortars. At long range this tank can soften up its enemies by lobbing in a volley of mortars. At close range the mortars become more effective, due to their increased accuracy. Much like the shock rifles, the mortar cannons are capable of causing widespread damage with its splash radius. Be careful to avoid causing a friendly fire incident.

NOTES: With a target in sight, a skilled armored tank droid pilot should begin a “charge attack” toward the target. By boosting toward the victim, the tank can close the gap in record time and unleash a deadly attack, hopefully before the enemy has time to react. Move in very close to another vehicle and unload a full clip of mortars combined with your shock rifles. A successful charge will destroy your enemy within a few seconds.

HailFire Droid



Size: 8.5 meters tall
Max Speed: 45 kilometers per hour
Crew: Pilot
Armament: 1 repeating
 blaster, 2 hailfire
 missile launchers
Critical Hit Location:
 Cylinders below cockpit
Faction: CIS

Haor Chall Engineering developed the hailfire for the InterGalactic Banking Clan to protect its holdings on outlaw worlds. The hailfire is light and mobile, and its missile system was designed for rapid strikes. When the InterGalactic Banking Clan joined the Separatist movement, they “loaned” the hailfires to the Separatists as a heavily armed response tank in the droid army.

NOTES: This tank is only really useful at close to medium range. The repeating blasters function like a machine gun and are best used against infantry. Don’t plan on using the hailfire missiles for accurate shots. Instead, they are meant to bombard a large area.

Although it may not be apparent at first, the hailfire droid is quite effective at attacking an AT-TE. Flank around an AT-TE and move in close to hit its critical point. A barrage of rockets ensures that quite a few will hit the intended mark from close range. Use your speed to your advantage and avoid the front of the AT-TE. Your only threat is the top turret, but if you’re quick enough you’ll present them with a very hard target to hit. Continue that barrage and the AT-TE will be on its way to defeat

AT-RT (All Terrain Recon Transport)



Size: 3.2 meters long
Max Speed: 90 kilometers
 per hour
Crew: Pilot
Armament: 1 Laser cannon,
 1 mortar cannon
Critical Hit Location: Cylinder
 between legs
Faction: Republic

Although small, the AT-RT can pack a powerful punch. The weapons found on the AT-RT are proficient at targeting both vehicles and infantry from medium and short distances. While the AT-RT itself has a decent amount of health compared with other vehicles of its size, the pilot needs to always be aware of his or her surroundings. While seated on the vehicle, the pilot is exposed and subject to infantry attacks.

NOTES: The AT-RT can quickly clear out areas saturated with infantry. Park yourself near a structure that provides some concealment, and begin unloading your mortar cannons toward a well-traveled path or encampment. The explosion radius on the mortars and the gravity associated with them allow the AT-RT to pound precise targets from range with ease. If any infantry gets through your barrage, or close to you, finish them off with your laser cannon.

Assault walkers

These vehicles are even more heavily armed and armored, and they are used at the front of most assaults. Use these walkers to soften the enemy's defenses, concentrating on destroying turrets and other vehicles. Watch out for heavy weapons units too—trace missile smoke trails back to their source; use the smoke as a guide and blast these troops before they inflict heavy damage.

Spider Walker

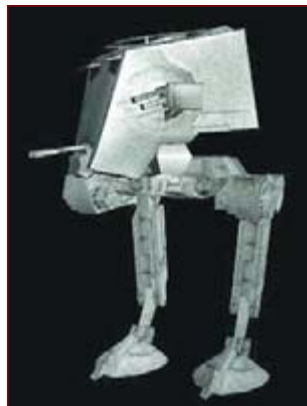


Size: 7.32 meters tall
Max Speed: 90 kilometers per hour
Crew: Pilot
Armament: 1 beam cannon, 1 blaster cannon
Critical Hit Location: Where legs connect to body
Faction: CIS

Just prior to its dissolution, Baktoid Armor Workshop sold the design for the spider tank to the Commerce Guild. Considered an artillery unit, the spider walker houses a beam cannon that fires in one continuous beam for a couple seconds. Wielding this devastating weapon, the spider walker has been known to bore through armored vehicles and cut down platoons of foot soldiers on the battlefield.

NOTES: In addition to its beam cannon, the spider walker is armed with a faster firing blaster cannon. Use this weapon to suppress enemy troops while the homing laser recharges. The homing laser is most effective against enemy vehicles, but it can be used against infantry, too. Try sweeping it across the enemy ranks to cut down multiple targets with one swipe.

AT-ST (All Terrain Scout Transport)



Size: 8.6 meters tall
Max Speed: 90 kilometers per hour
Crew: Pilot, copilot
Armament: 2 laser cannons, 1 particle cannon, 1 remote rocket launcher
Critical Hit Location: Rear block between legs
Faction: Galactic Empire

After making the modifications recommended by the Imperial Department of Military Research, Kuat Drive Yards redesigned the Old Republic's AT-PT and prototype AT-XT walkers and created the AT-ST. The AT-ST is a fast and maneuverable patrol and reconnaissance walker that is valued by Imperial tacticians for its ability to make swift attacks against ground troops and repulsorlift vehicles.

NOTES: For a walker, the AT-ST is fast and agile, capable of rushing the front lines and maneuvering through difficult terrain with relative ease. But its forward-facing weapons make it vulnerable to flanking attacks. So try to keep the enemy in front of this walker at all times. On Hoth, use the AT-STs to help escort the AT-AT walkers to the Rebel shield generator. The copilot can fire the remote rocket, which is great for taking out turrets.

Heavy Assault transports

These lumbering behemoths can unload devastating amounts of firepower on a target, as well as serve as mobile command posts. Use these huge walkers to assault enemy command posts at close range, spawning troops on the enemy's front doorstep. But these transports draw plenty of fire, so make sure pilots are onboard to maintain the vehicle's health. Unlike any other vehicle, the heavy assault transports contribute to the total number of command posts on the map. The destruction of one of these vehicles reduces the number of command posts, and thus changes the balance of power on the battlefield. Determine ahead of time how many command posts your team needs to hold to maintain a reinforcement drain on the enemy in the event one of these vehicles falls.

VEHICLES

AT-TE (All Terrain Tactical Enforcer)



Size: 5.02 meters tall, 12.4 meters long
Max Speed: 60 kilometers per hour
Crew: Pilot, copilot, main gunner
Armament: 4 laser cannons, 2 particle cannons (fore), 2 repeating blasters (aft), 1 projectile cannon turret
Critical Hit Location: Cylinder along bottom
Faction: Republic

The four-legged "All Terrain Tactical Enforcer" is a multipurpose assault vehicle developed by Rothana Heavy Engineering and produced at Kuat Drive Yards. The enforcers carry a lot of firepower that lays waste to anything that is "in the way." It also has a large crew compartment for hauling troops from one side of the battlefield to another.

NOTES: Although heavily armed, the AT-TE is somewhat vulnerable to attacks on its sides. Therefore, the main gunner must watch these angles to prevent enemy infantry and vehicle attacks. Better yet, escort the AT-TE with heavy troopers to discourage flanking attacks. Engineers running along the AT-TE may be needed to help conduct repairs as the transport advances across the battlefield.

AT-AT (All Terrain Armored Transport)



Size: 15 meters tall, 20 meters long
Max Speed: 60 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 2 particle cannons
Critical Hit Location: Neck between body and head
Faction: Galactic Empire

After reviewing the Old Republic's past successes with their AT-TE walkers, General Maximillian Veers worked with Imperial engineers to successfully resurrect the AT-AT concept. The Empire has since produced hundreds of these mammoth walkers at Kuat Drive Yards for use in ground assaults. An awe-inspiring staple of the Imperial Army, the AT-AT is perfect for moving troops into occupied areas while instilling fear in enemy forces. Many consider the AT-AT to be unstoppable.

NOTES: Unlike the AT-TE, all of the AT-AT's weaponry faces forward, making its sides and rear extremely open to attacks. Therefore, other units and vehicles must make it their responsibility to prevent flanking attacks on this huge walker. AT-STs make the best escorts, but shock troopers can make an impact too, especially if the AT-AT is attacked by aerial units. On Hoth, the Rebel snowspeeders pose a huge threat, especially if they wrap the AT-AT's legs with their tow cable. To prevent tow cable attacks, keep both AT-ATs close together, traveling side by side.

Scout Fighters

These crafts are fast, maneuverable starfighters. They have forward firing blasters and a small complement of missiles. Their primary purpose is to engage enemy starfighters.

Republic StarFighter



Size: 5.47 meters long
Max Speed: 1,200 kilometers per hour
Crew: Pilot
Armament: 1 laser cannon, 1 homing rocket launcher
Faction: Republic

The Republic starfighter is the Republic's version of a scout fighter. Combining a high rate of fire laser and homing rockets, this starfighter is an excellent choice when looking for a dogfighting vessel.

NOTES: Approach your enemy from the rear, but don't come too close. Your homing rockets perform better when they have enough time to make a turn. As soon as you have your target in sight and locked on, unload two rounds of homing rockets and immediately follow it by firing laser cannons. After a few rounds of lasers, fire off your remaining homing rocket rounds. If timed right, your lasers arrive at the same time your rockets do, and the final batch of rockets makes sure that any evasive maneuvers are tracked. A successful attack can destroy even the sturdiest bomber.



A-wing



Size: 9.6 meters long
Max Speed: 1,225 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 homing rocket launcher
Faction: Rebel Alliance

With its sleek arrowhead shape, streamlined cockpit, and massive twin engines, the A-wing starfighter suggests raw speed even when parked within Alliance hangar bays. Faster than even the TIE interceptor, the A-wing is well suited for lightning strikes.

NOTES: Due to its light armor, the A-wing's best defense is speed and maneuverability. When there are enemies around, don't fly in a straight line or you are sure to get hit by a missile or torpedo. Keep moving all around so the enemy can't anticipate your moves.

Droid Tri-Fighter



Size: 5.4 meters long
Max Speed: 1,180 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 homing rocket launcher
Faction: CIS

The tri-fighter derives its name from the triple support arms that steady its primary cannons, and it derives these arms from the skull shape of a predator native to the world of its designers. The Colicoid Creation Nest, the same amoral cannibalistic insectoid designers responsible for the deadly droidekas, designed the tri-fighter. Also contributing to its name is the array of triple independent thrusters that afford it its agility.

NOTES: This is the fastest starfighter in the CIS fleet. It functions pretty much the same as the other scout fighters.

TIE Interceptor



Size: 9.6 meters long
Max Speed: 1,175 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 homing rocket launcher
Faction: Galactic Empire

The TIE interceptor was designed by Sienar Fleet Systems as an answer to Incom's T-65 X-wing starfighter. It was based on Darth Vader's TIE Advanced x1 Prototype. Sienar crafted a space superiority craft with greater speed and firepower than the standard TIE/In. For economic and training ease, Sienar retained the ball-shaped TIE cockpit and many of the control interfaces, but souped up the TIE's performance to impressive levels. The dagger-shaped solar gather panels afford the pilot increased visibility and greater power. A new system of ion stream projection modulated by tiny deflectors gave the TIE interceptor exceptional maneuverability.

NOTES: When playing as the Imperials, this is your dogfighting starfighter. Fire your homing rockets as soon as you get a lock on to continuously bombard your target with rockets as well as laser cannon fire.

Multi-purpose Fighters



These starfighters fill a gap between scout fighters and bombers. They can engage enemy starfighters while also carrying the firepower for attack runs against enemy capital ships.

ARC-170 Fighter



Size: 14.5 meters long
Max Speed: 1,000 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 proton torpedo launcher
Faction: Republic

The ARC-170 (Aggressive ReConnaissance) fighter is heavily armed and more than capable of surviving and succeeding in battle operations. The large nose contains sensitive long-range sensors for its snoop missions. Its extendable s-foils radiate heat and serve as a conduit to deflector shield energy. They also help stabilize atmospheric flight, making the ARC-170 an effective aerial fighter as well as a space superiority vessel.

VEHICLES

NOTES: The ARC-170 starfighter isn't specialized in one style of combat. By using long-range proton torpedoes, the ARC-170 starfighter can attack targets that it normally couldn't target with its lasers. When a target appears at close range, open fire with your lasers. If a turret is directly ahead of you, make sure you've unlocked from anything else and fire a couple of volleys of torpedoes toward it. No matter the situation, a multi-purpose fighter has a solution at hand. Just be sure to know when is the best time to use each tool.

Droid Starfighter



Size: 3.6 meters long
Max Speed: 1,180 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 proton torpedo launcher
Faction: CIS

Designed by fanatical Xi Char engineers, the droid starfighter was produced in massive quantities for the Trade Federation. The droid starfighter is a short-range combat craft that is often used in large attack groups to swarm enemy targets. Droid starfighters aren't the strongest fighter craft ever produced, but there are always plenty more of them waiting to be unleashed.

NOTES: The droid starfighter is a very capable and maneuverable fighter. When engaging Anakin's starfighters, try to stay behind them at all times to deprive them of using their rockets.

X-wing



Size: 12.5 meters long
Max Speed: 1,050 kilometers per hour
Crew: Pilot
Armament: 4 laser cannons, 1 proton torpedo launcher
Faction: Rebel Alliance

Designed by Incom Corporation in the early days of the Empire, the X-wing's schematics found their way into Rebel hands when several Incom engineers defected to the Rebel Alliance. The X-wing proved itself on the battlefield time and again with its high maneuverability, heavy firepower, and dedicated pilots. It quickly became one of the most important vehicles in the Rebel Alliance's arsenal.

NOTES: The X-wing is great for shooting down enemy starfighters, and it can greatly help your bombers during space assaults by taking out turrets with its proton torpedoes.

TIE Fighter



Size: 6.3 meters long
Max Speed: 1,200 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 proton torpedo launcher
Faction: Galactic Empire

Sienar Fleet Systems designed the Twin Ion Engine fighter for the Empire as a fast, maneuverable, and most importantly, "cheap" attack craft. It is a short-range fighter craft with no "frills" such as life support and deflector shields. TIE fighters can outrun just about everything, including the Rebel Alliance's X-wing. Imperial Navy commanders rely on vast numbers of TIE fighters to overwhelm enemy forces in battle.

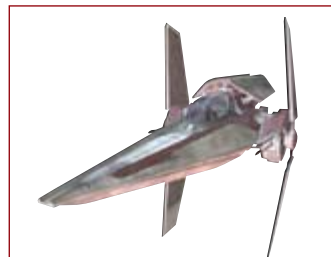
NOTES: The TIE fighter's speed and maneuverability give it a key advantage over the X-wing in dogfights. Reduce speed and turn tightly to keep the Rebel fighter in front of you while blasting it with the two fire-linked laser cannons.

Bombers



Bombers are slower but more heavily armed than their fighter craft counterparts. They are designed primarily for engaging huge capital ships. Use starfighters to escort them as they make bombing runs against enemy ships.

V-wing



Size: 9 meters long
Max Speed: 1,050 kilometers per hour
Crew: Pilot
Armament: 2 laser cannons, 1 proton bomb dispenser
Faction: Republic

The V-wing is part of the bomber class. Their specialty rests in destroying turrets, breaking through shields, and destroying mission objectives. Equipped with proton bombs, the V-wing needs to get in close enough to its target to cause the desired damage. This means the V-wing needs to go deep into enemy territory, which is dangerous given its slower speeds and limited energy supply. Luckily, the V-wing has an increased base speed (compared with other bombers) and is equipped with powerful laser cannons. This allows the V-wing to dogfight with other dogfighting classes, without the option to track targets from long range. This increased maneuverability allows the V-wing to survive longer than the standard bomber.

STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

NOTES: V-wings fire their bombs one at a time in quick succession. These bombs aren't as heavy as the Grievous ship's bombs, and therefore have more velocity and aren't as affected by the gyroscope's sense of gravity. A skilled V-wing pilot will learn the nuances of the proton bomb launcher and line up the target from a position that works in conjunction with the bomb's gyroscope. By emptying its payload of five proton bombs in less than two seconds, the V-wing exemplifies the term "dive bomber."

CIS Strike Bomber



Size: 6.71 meters long
Max Speed: 950 kilometers per hour
Crew: Pilot
Armament: 2 particle cannons, 1 proton bomb dispenser
Faction: CIS

The CIS Strike Bomber is a modified Belbullab-22. It was developed by Feethan Ottraw Scalable Assemblies, the same Techno Union design firm that minted the Mankvim-814. It carries two particle cannons as well as proton bombs.

NOTES: This ship bombs are very heavy, therefore have less velocity and are greatly affected by the gyroscope's sense of gravity. By combining these fast-firing bombs with the CIS Strike Bomber's increased ability to boost, a pilot can be an expert at carpet bombing. This is a highly effective tactic when attacking multiple or large targets, but it is equally as risky. A pilot that masters this ship will be a feared bomber.

Y-wing



Size: 16 meters long
Max Speed: 1,000 kilometers per hour
Crew: Pilot, copilot
Armament: 2 particle cannons, 1 proton bomb dispenser, 1 repeating blaster turret
Faction: Rebel Alliance

Originally developed by Koensayr for surgical strikes and light bombing runs, the Y-wing proved to be a highly versatile craft. Audacious Rebel fleet commanders often relied on them for everything from escort duty to reconnaissance. The Y-wing was already "old tech" in the early days of the Rebellion, but its durability and heavy firepower ensured it a place in Rebel Alliance fleets long past the height of the Galactic Civil War.

NOTES: The Y-wing is built to fit two passengers. The Y-wing copilot can shred an enemy that mistakenly comes too close with the craft's repeating blasters. The pilot fires a highly accurate particle cannon, powerful enough to destroy a scout ship with a single shot. Any enemy who approaches the Y-wing thinking it will be an easy target may be in for a rude awakening.

TIE Bomber



Size: 7.8 meters long
Max Speed: 850 kilometers per hour
Crew: Pilot, copilot
Armament: 2 particle cannons, 1 proton bomb dispenser, 1 guided rocket launcher
Faction: Galactic Empire

Siener Fleet Systems designed this variant of the TIE fighter, providing a large ordnance pod and a wide array of destructive weapons. The TIE bomber is a heavy assault ship designed for bombing runs on capital ships.

NOTES: The copilot can control the guided rockets. These have the same controls as a starfighter and allow the pilot and copilot to attack different targets. These rockets are especially good at destroying the turrets on enemy capital ships as well as frigates. The copilot should be firing guided rockets and flying them into targets at all times.

transports



This type of vessel acts as troop transports during space assaults. Their purpose is to carry marines to the enemy's hangar and then serve as a spawn point right in the heart of the opposition's capital ship.

Republic LAAT Gunship/AAC



Size: 17.4 meters long, 17 meter wingspan
Max Speed: 620 kilometers per hour
Crew: Pilot, copilot, 2 turret gunners
Armament: 2 laser cannons, 1 missile launcher, 1 guided rocket launcher, 2 beam cannon turrets
Critical Hit Location: Cockpit
Faction: Republic/Rebel Alliance

VEHICLES

The LAAT/AAC repulsorlift gunship is a heavily armed assault craft capable of both transporting troops across space for boarding actions and going on the attack. Developed by Rothana Heavy Engineering, this transport carries enough firepower to take out a frigate.

NOTES: Your remote rocket copilot is vital to the continued existence of a transport ship. Turrets have an easy time targeting and attacking transport ships, so it's imperative that the remote rocket copilot target these turrets and eliminate them quickly. Once the threat is cleared, the transport can dock and begin infiltrating the enemy from within.

Droid Gunship



Size: 18.2 meters long
Max Speed: 820 kilometers per hour
Crew: Pilot, copilot, 2 turret gunners, 2 passengers
Armament: 1 beam cannon, 1 homing rocket launcher, guided rocket, 2 particle cannon turrets
Critical Hit Location: Rear panel
Faction: CIS

The droid gunship is produced by Haor Chall Engineering for space assault boarding actions. However, this vessel also packs a punch when fully armed and can take on turrets on capital ships and even starfighters.

NOTES: The droid gunship's homing rockets are great for attacking enemy starfighters, and the beam cannon and particle cannon turrets have enough firepower to clear out turrets and keep enemy vessels at a distance.

Imperial Shuttle



Size: 18.5 meters long, 18.5 meter wingspan
Max Speed: 700 kilometers per hour
Crew: Pilot, copilot, rear gunner, 3 passengers
Armament: 2 particle cannons, 1 proton torpedo launcher, 1 guided rocket launcher, 2 repeating blasters
Critical Hit Location: Lower neck
Faction: Galactic Empire

This elegant ship features an articulated wing system that deploys the wings in a splayed, lateral configuration during flight. During descent and landing, the wings fold upward to allow the landing skids to extend from the bottom of the craft.

NOTES: The Imperial shuttle lacks some of the overall firepower of the other two transports. However, Imperial shuttle pilots actually have more firepower at hand than other transport pilots because the firepower is concentrated in the front rather than in turrets. The rear gunner's repeating blasters discourage enemy starfighters from trying to sneak up on your tail.

special vehicles and creatures



The remaining modes of transportation and combat lack specific categorization and can be found only on a single battlefield.

T-47 Snowspeeder



Size: 5.3 meters long
Max Speed: 1,100 kilometers per hour
Crew: Pilot, copilot
Armament: 2 laser cannons, 1 harpoon gun
Faction: Rebel Alliance

Incom Corporation initially designed the T-47 airspeeder for industrial use as a cargo handler. The Rebel Alliance adopted the T-47 and modified it for military use and further modified the design to handle various extreme climates, such as the ice world of Hoth. The T-47 "snowspeeder" proved its worth when the Rebels used the craft's high maneuverability and tow cables to entangle Imperial walkers, slowing down the Imperial advance long enough for Rebel transports to escape.

NOTES: The T-47 is only available to Rebel forces during the battle of Hoth. In this battle, they are the first line of defense against the AT-AT onslaught. While their laser blasters are capable of destroying these huge walkers, wrapping their legs with the tow cable is much faster. However, such attacks require a fair amount of skill and coordination on behalf of the pilot and copilot. See the Hoth section for more details on tow cable attacks.

Tauntaun



Size: 2 meters tall (at shoulder)
Max Speed: 50 kilometers per hour
Crew: Rider
Armament: None
Faction: Rebel Alliance

The Tauntaun is a large bipedal animal that can move at great speed over snow and ice. This creature is not suited for combat; it has no weapons on it other than those carried by its rider. Tauntauns are very skittish about combat and if the rider dismounts to fight, the Tauntaun may flee the immediate area.

NOTES: On Hoth, consider staging a massive rush attack on the Imperial-held command posts using all of the tauntauns on the map. The tauntauns are also great for rushing the AT-AT's legs for close ranged attacks using the vanguard's mines or the Bothan spy's time bombs.

Turrets

Turrets play a vital role in defending command posts. These emplacements are effective for engaging infantry or vehicles. Man them in the early stages of the battle to prevent rush attacks on your command posts.

Gun Turret



The gun turret is the most common type, found on several different maps. Unlike other turrets, this one must be constructed by an engineer unit before it's operable. Scour the ground for square metal plates, inscribed with a wrench icon. A few seconds under the engineer's fusioncutter and voila!—your turret is ready! Hop inside and fire off a few rounds. The turret recharges itself after each shot, but try to



keep the energy level from getting too low. For best results, fire three quick rounds and pause for recharging before firing another volley of three. This helps maximize the turret's rate of fire and prevents long pauses when recharging if the energy reserve is depleted. The turret also has a zoom function, magnifying targets for more precise targeting. This is useful for picking off infantry at long range. The gun turret does offer the gunner some protection, but its low forward-facing armor can't prevent headshots and flanking attacks. So if enemy snipers are in the area, stay out of the gun turrets—you'll just give them an easy kill.

Geonosian Sonic Blaster



These unconventional turrets are found on Geonosis. They fire a cone-shaped concussive blast capable of knocking infantry off their feet, causing them to tumble backward for several meters. By literally "pushing-back" the attackers, the gunner can delay attacks, but not necessarily eliminate the attackers. For this reason, other means must be used to wipe out the enemy infantry.

Tower Turret



The dense forests of Yavin 4 call for defensive turrets that can see above the tree line. These tower turrets fit the role well, sitting on high poles. You can find these peculiar turrets sprinkled through the Yavin: Temple map. The turret's high elevation gives the gunner a good view of the surrounding area, but the turret lacks magnification capability. If one of these turrets is destroyed, it will respawn after several seconds—they cannot be repaired.

VEHICLES

Anti-Infantry Laser Battery



These large white defensive turrets blend into the icy landscape of Hoth near Echo Base. The rapid-firing laser is an effective anti-infantry weapon, but it's quite effective at damaging vehicles too, particularly AT-STs.

While the turret's cumbersome design keeps the gunner completely safe from small-arms fire, the gun rotates slowly, making it less effective in dealing with close-range threats. Instead, use the turret's zoom function to engage targets at long range. The Rebels should use the massive array of these turrets to hold back the infantry attack, preventing the Imperials from infiltrating the trenches at their forward positions.

Anti-Vehicle Laser Cannon



Accompanying the anti-infantry laser batteries on Hoth are these smaller but much more powerful turrets. As the name implies, the anti-vehicle laser cannon is useful for taking out the incoming AT-STs and AT-ATs. When operating

the turret, hold down the trigger for a full charge before releasing to fire. This maximizes damage to the target. For best results, engage targets at extreme range, using the turret's magnification capability to zoom in on weak spots for critical hits. If enemy infantry moves within close range, abandon the turret altogether. It rotates and fires much too slowly to put up a good fight against infantry. Plus it offers the gunner little protection. When playing as the Rebels, consider sabotaging these turrets upon retreat with mines or thermal detonators. Otherwise the Imperials can easily turn them against your own units, including the shield generator.

Concussion Cannon Turret



These turrets found on Mygeeto and Kashyyyk fire an explosive round that is effective against both vehicles and infantry. When using it in the anti-infantry role, fire at the target's feet.



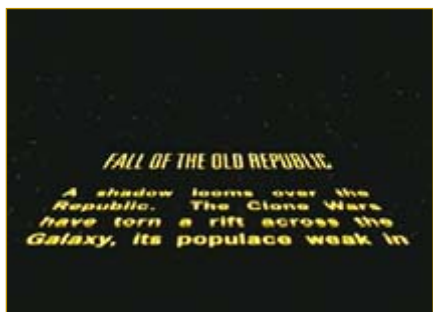
RISE OF THE EMPIRE CAMPAIGN

Fall of the old Republic

A shadow looms over the Republic. The Clone Wars have torn a rift across the galaxy, its populace weak in allegiance and resolve.

Supreme Chancellor Palpatine has commissioned an elite division of clone troopers, the 501st Legion, to vanquish the Separatist threat once and for all. Their unwavering loyalty to the Chancellor, combined with the Republic's desperation to see an end to the war, has set the stage for the execution of Palpatine's ultimate plan.

Braving the frigid world of Mygeeto, the 501st joins Jedi Master Ki-Adi-Mundi for the first of many crucial battles destined to shape the fate of the galaxy...



Rise of the Empire is a single-player campaign that lets you play through a campaign as a clone in the 501st Legion of the Grand Army of the Republic. While it uses the same maps you can play for instant action or multiplayer games, new objectives have been created to follow a story line that begins during the Clone Wars and continues through the Galactic Civil War. While the campaign actually begins on Mygeeto, it's a good idea to play the training mission on Geonosis first.

geonosis: Attack of the clones

The Grand Army of the Republic is making its debut on the plains of Geonosis. Leading the way are the troopers of the 501st Legion. Learn the basics of units, weapons, and mission objectives while trying to survive the 501st's first foray into combat.

NEW OBJECTIVE:

Follow the yellow objective arrow to Checkpoint Alpha.

During this training mission, you learn about the various types of units in the game, how to use their different abilities, and also how



to follow orders. During this campaign, you receive objectives indicated on your screen by yellow objective arrows and on your mini map by a yellow circle. Use these to help you navigate around. Move toward your first objective arrow to receive a new order.



NEW OBJECTIVE:

Destroy droid scouts.

Three droids approach your area from the north—two to the west and one to the east. Use your blaster rifle to take them down. Because they are shooting at you,

keep moving while firing to make yourself more difficult to hit.



NEW OBJECTIVE:

Destroy hailfire droid.

You now have to take out an enemy vehicle. This time you use thermal detonators. Move next to the hail-fire droid and throw one of these explosive devices. Because the

vehicle is already damaged, it takes only a couple of thermal detonators to do the job. Notice how they stick to the vehicle when they hit it. This can be useful when trying to take out a moving vehicle.



NEW OBJECTIVE:

Capture the downed Techno Union ship.

During various missions, you have to capture command posts. They are objectives for some missions and always act as spawn points. Move to

the downed ship and remain near the command post until it changes from white to blue. Keep looking around because droids are advancing on your position. You have to fight while holding this position.

RISE OF THE EMPIRE CAMPAIGN

NEW OBJECTIVE:

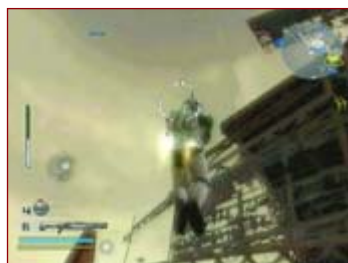
Change to engineer class. Repair ammo and medical droids.

Command posts can also be used to change classes. Once the command post is blue, change to a clone engineer. Then exit the downed ship. Change your primary weapon to a fusion-cutter and use it to repair the two support droids. Because enemy troops are attacking, you may have to use your shotgun to take them out. The shotgun can take out an enemy with a single shot, but it's effective only at close range.



NEW OBJECTIVE: Get inside the AT-TE and destroy a spider walker.

Now you get a chance to drive a vehicle. Move over to the clone walker and climb in. You can cycle through the three positions inside the AT-TE. However, just stay in the first position, driver, and target one of the spider droids. Fire both primary and secondary weapons until it is destroyed. Zoom in your view for more precise aiming.



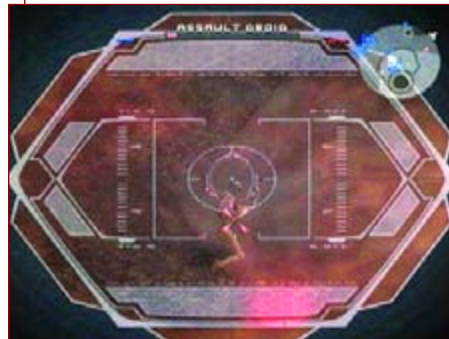
NEW OBJECTIVE: Change to jet trooper and acquire Sith holocron.

Return to the command post and switch to a clone jet trooper. You need to fly up to the top of the Techno Union ship. To pick up the holocron on the north end, just walk into it. Then jump back down to the ground and move to the location indicated by the objective marker.



NEW OBJECTIVE: Capture the command post on the cliff.

Now you have to take another command post. Head east toward the cliff. When you get to the base, use the jet pack to fly up to the top and land near the command post. You have to engage a few droids here. The jet trooper's EMP launcher fires a grenade-like round. It detonates on impact. To make sure you don't miss your target, aim at the feet. This ensures that it detonates when it hits the ground, and the blast will destroy the droid. Stay near the command post until it changes to blue. An ammo droid nearby can resupply you with ammo if needed and a medical droid can restore any lost health.



NEW OBJECTIVE:

Change to sniper class and take out three droids.

You get to try out the sniper class now. Switch to clone sniper at the command post. Then walk over to

the edge of the cliff. The sniper rifle can be zoomed in twice. Hit an enemy in the head for a one-shot kill. If you hit elsewhere, it takes a couple shots. Practice making head shots while you are on the cliff.



NEW OBJECTIVE: Change to heavy trooper class and destroy a spider walker.

Return to the command post and switch to clone heavy trooper. You now have a rocket launcher. While remaining on the cliff, aim toward a spider droid below and press the targeting button. A white circle appears over the enemy vehicle. When the circle changes to red, you have a lock on. Fire the rocket and it homes in on the spider droid. This is a great way to hit distant or moving targets. The more distant the target, the more damage your rocket will cause because it has time to gain speed and momentum before it impacts.

STAR WARS BATTLEFRONT II

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NEW OBJECTIVE:

Use your lightsaber to take out ten droids.

During missions, you have the opportunity to play as a Jedi. You now switch to Mace Windu and must destroy 10 droids. Your primary fire button swings the lightsaber while your secondary fire button either throws the lightsaber in the direction you are facing or uses a Force power. Mace Windu's power is Force push, which pushes away an enemy directly in front of you. Practice with all of these attacks. You have to move around the battlefield to find all of your targets.



NEW OBJECTIVE:

Capture the CIS bunker.

Your final objective is to capture a command post. It's inside the bunker. Because enemy droids also spawn near here, you have to fight while you take control of it because nearby enemies will prevent the command post from being captured. It's easiest to do this while you are still Mace Windu. However, if you take too much damage, you lose control of him. Go for the clone trooper as an alternative. Once the command post is yours, the mission on Geonosis is complete.



TESTER TIPS!

Tester: Adam Goodwin

While playing as a hero, take time to kill as many enemies as possible to keep your hero bar up. Keeping your hero will give you an edge on the more difficult objectives.

Tester: Joe Acedillo

When asked to use the heavy trooper to take down a spider walker, use the unlimited time and reinforcements to grind points and kills for Veteran status in Endurance, Guardian, and War Hero, and the Award Weapons for your favorite units. Once you achieve the War Hero medal, as well as the medal for your current weapon, you must respawn if you want to earn War Hero and the weapon's medal again. By repeating this during the mission, you can get to Veteran level, or even higher, for several of these awards. Earning Veteran level during the training mission will make the rest of the missions during this campaign much easier. If you have a lot of patience, you can grind for even higher status levels.

Mygeeto: Amongst the Ruins

General Ki-Adi-Mundi is leading the attack on the CIS manufacturing planet of Mygeeto. A powerful Energy Collector supplies power to its factories. Destroy the Energy Collector and recover the unique power crystals from its core.

NEW OBJECTIVE:

Capture forward command post.



When the mission begins, you are at the southern end of the battlefield. A clone trooper is best for this mission. Once you gain control of

your trooper, start moving across the bridge leading toward the objective. You can ride an AT-RT for a bit more firepower. However, advancing on foot is also effective.

Once you cross the bridge, continue to the central building and climb up the stairs to the command post. Use the ammo and medical droids there if needed. While waiting for the command post to change, be ready to engage droids coming through the corridor to try to stop you.



NEW OBJECTIVE:

Destroy the particle cannon turrets.



For General Ki-Adi-Mundi to arrive on the battlefield, you first need to eliminate the two particle cannons located by the bridge. Find an

AT-RT down the steps from the command post you just took control of. Climb onto it, even if another clone is already on it, and then move so you can fire on the turrets. The mortar cannons work best against the turrets.

RISE OF THE EMPIRE CAMPAIGN



After both are destroyed, you have the option of playing as Ki-Adi-Mundi. If you choose to play as this Jedi hero, select the northernmost command post you just captured so he starts off closer to the action.

NEW OBJECTIVE:

Destroy the generator to power down the shield.

No matter who you are now playing as, head back to the central building and follow the corridor to the left. This takes you behind the shield wall where you find the generator. Use your weapon to destroy it and lower the shield.



NEW OBJECTIVE:

Capture the northwestern command post.

You now must capture another command post. It's almost due west of the generator and usually has a few droids guarding it.

Take them out and move next to the command post to begin the capture process. An ammo droid and a medical droid are nearby if you need them.



While the droids should be no problem, the enemy may have an AAT nearby. This tank can kill you if it hits you. Therefore, keep moving while staying near the command post. If that doesn't work, you can always return to the command post in the central building to change to a heavy trooper and then use the rocket launcher to take out the AAT.



NEW OBJECTIVE:

Destroy the energy collector core.

You now have to advance to the building in the battlefield's north-west corner. A clone trooper works best for this job. If

necessary, switch to this class at the command post you just captured. Now head north and then west across the bridge. You have to engage several droids headed in the opposite direction.

Once across the bridge, head to the right toward the ammo and medical droids. From here, you can throw a thermal detonator at the first generator powering the shields to the building holding the energy collector.



There is a second generator around the building to the right. Take it out as well as any droids you run into along the way. With the shields down, you can now destroy the energy collector core. Three thermal detonators do the trick—or a lightsaber if you are still Ki-Adi-Mundi.



STAR WARS BATTLEFRONT II

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NEW OBJECTIVE:

Acquire the power crystals from the core.

With the core destroyed, you find some power crystals on the side facing the bridge. Walk over them to pick them up. Now you have to get the crystals back to where you began the mission.

There are a lot of enemies between you and the place where a LAAT gunship will pick you up. However, don't try to fight your way back—just run! If you start taking too much damage, heal at a medical droid along the way.



If you are killed, the crystals will drop where you died. After respawning, go to that location rather than the core to pick them up. Proceed back down the long bridge. As you approach, a gunship comes in for a landing. Get the crystals to the gunship to complete the mission.

TESTER TIPS!

Tester: Joe Acedillo

Ignore attackers on the way to capture the first command post. Use the AT-RT to destroy the cannons. Using Ki-Adi-Mundi, only the shield generator nearest #4 needs to be destroyed. The energy shield generators (and the objective) can be bypassed by jumping into the holes above the energy shields.

TESTER TIPS!

Tester: Ian Riutta

The first objective on Mygeeto has you taking over a control point across the bridge. If the enemies make this too tough for you, try walking up the rubble pile to the right of the command post and going up to level two. Very few people ever see this area, and the CIS never go up there. You can crouch above the command post, safe from enemy fire. You still need to wait until there are no enemies in the area to fully capture the command post, but most enemies run through the area and don't hang out there.

Tester: Greg Quinones

Immediately acquire the AT-RT. Kill droids as you make your way to capture the command post. Stay in AT-RT until you have killed the magna droids coming down the steps. Get out of AT-RT and capture the command post. Switch to an engineer and take out the two turrets (don't forget about your secondary weapon). Also, use your lightsaber throw to quickly defeat the Droidekas around the main core.

coruscant: A Desperate Rescue

General Grievous is holding the Supreme Chancellor hostage aboard his flagship. The Jedi are on their way, but the 501st must first clear a path through the Separatist fleet. Engage the nearest CIS cruiser and destroy it.

NEW OBJECTIVE:

Enter a ship and launch into space.



In this space mission, you fly starfighters and try out the pilot class. While armed only with a pistol, pilots are great during space combat

because they automatically repair their starfighter while in flight.



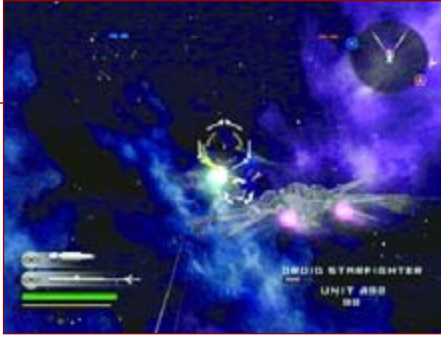
Because this is a beginning space mission, the only starfighter available is the ARC-170. This multi-purpose fighter is great for the types of targets you will be engaging. Climb aboard one of these starfighters and then take off out of the hangar.

RISE OF THE EMPIRE CAMPAIGN

NEW OBJECTIVE:

Destroy five incoming CIS fighters.

You now get your first taste of dog-fighting. The laser cannons are your primary weapons. Press the targeting button to select an enemy starfighter. Then maneuver so you can put it under your firing reticle. A display in the screen's lower right corner shows the selected target's health, as well as your distance to the target. If an enemy flies past you or starts making tight turns, slow down so you can also turn tightly.



Proton torpedoes are your secondary weapon. While the targeted starfighter is kept centered near your firing reticle, a white circle appears. When it turns red, you have a lock on your target. Fire your proton torpedoes

and they fly right at the target and hit it, unless the enemy makes sudden maneuvers that the torpedoes can't follow. Use both weapons to quickly complete your objective.



NEW OBJECTIVE:

Attack and destroy the enemy frigate.

Now you're ordered to attack a much larger ship. The frigate is designated by the yellow arrows. Use your proton torpedoes. They won't lock on to such a large ship, so just aim at it and fire. The torpedoes fly straight ahead without a lock. Torpedoes cause more damage the farther they fly, just like rockets during ground combat. Therefore don't wait until you get in close to fire. Also, it's safer to attack the frigate from the bottom because this allows you to avoid fire from turrets on the top of the ship. You may have to make a couple of torpedo runs to destroy the frigate.

NEW OBJECTIVE:

Disable the shields on the cruiser.

You now begin your attack on the Trade Federation cruiser. Because it's protected by shields, you must first take down this protection. Yellow



arrows indicate where the shields are. Aim for this location and let loose with proton torpedoes. Keep attacking until the shields are disabled.



NEW OBJECTIVE:

Destroy the communications array.

With the shields down, the other critical systems on the cruiser can now be destroyed. Now take out the communications array, which is on the top of the cruiser. Again, use proton torpedoes for this job.



NEW OBJECTIVE:

Land your ship in the CIS hangar.

Your next order is to board the enemy cruiser. Locate the hangar entrance along either side of the cruiser. It's

bordered by white lights. Watch out for the turrets on your way.



Slow down and fly right into the hangar. Locate an open space on the hangar floor and land your ship.

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NEW OBJECTIVE:

Destroy the engine cooling tanks.

Exit from your starfighter and head toward the enemy command post at one side of the hangar. Head up the stairs and into the control room through the door on the right.



Continue through the doorway on the right in the control room to find the engine cooling tanks. Walk up to the glowing green tanks and plant a time bomb—your secondary weapon. It takes three time bombs to destroy the tanks and complete your objective.



While you are blowing up things, watch for droids that might come in to attack you. Use your pistol to eliminate them. If you die here, you respawn back at your hangar and have to fly all the way back to the enemy cruiser to complete this objective.



NEW OBJECTIVE:

Destroy the targeting bridge.

Now get back to your starfighter. It should still be in the hangar. If not, take an enemy fighter instead.



Take off and fly out of the enemy hangar. Then turn around and begin attacking the cruiser's targeting bridge with your proton torpedoes. After several hits, the cruiser is severely damaged and your mission is a complete success.

TESTER TIPS!

Tester: Joe Acedillo

If you find yourself having trouble fighting CIS fighters, ignore them and fly to the hangar. Destroy CIS ships there with time bombs before they take off; they still count toward completing objectives requiring destroyed fighters.

Felucia: Heart of Darkness

The CIS is entrenched on Felucia, and have beaten back several attacks. The 182nd Legion landed last month and hasn't been heard from since. As the Republic's finest, the burden is now upon the 501st to liberate Felucia.

NEW OBJECTIVE:

Get to the AT-TE and kill six acklay.

When the mission begins, your forward unit is under attack by Felucian creatures. Get to the AT-TE and protect it from the acklay.



RISE OF THE EMPIRE CAMPAIGN

Stay at a distance from the acklay. They are vicious and can kill you with a single blow. Your fire, combined with that of your fellow troopers, is enough to take them down. However, a heavy trooper works well against these creatures too. Place mines in their path and let them have it with the rocket launcher.



Aayla's lightsabers allow her to cut through the droids that stand in her way. Once you get to the power cell, pick it up and then rush back to the AT-TE to drop it off. Take out enemies along the way to increase the time you can play as this Jedi.



NEW OBJECTIVE: Defend the AT-TE.

With the acklay attack halted, you must now defend the AT-TE from the droids. They approach from the southeastern side of the river. A clone trooper is the best class for fighting off this assault. Especially watch out for assault droids that attack the AT-TE with their rocket launchers.

NEW OBJECTIVE:

Acquire the power cell.

After you have repelled the droid attack, you have the chance to play as the Jedi Aayla Secura. She is definitely the one you need for this objective. You must secure a power cell from a downed starfighter.



NEW OBJECTIVE: Destroy the CIS defense turrets.

Your final objective is your toughest. You must destroy five turrets around the fungal tree. Head east from the AT-TE to the first two turrets. A couple droid tread tanks and some acklay guard the turrets, so be careful. If possible, get into a vacant tank and use it to take out the turrets. Otherwise, use Aayla Secura's lightsabers to hack away at them.



If you aren't Aayla, then use a heavy trooper for this task. Use mines against the tanks and always stay in motion. Fire rockets at the turrets. It takes a couple hits, and it's best to shoot from long range where you have less

chance of being shot at by the turrets and your rockets are more effective. You can't get a lock on the turrets, so just aim carefully—the turrets won't move away.

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Destroy a third turret to the southwest, then head east to take out a fourth turret at the base of the fungal tree. If the rockets don't completely wipe out a turret, throw a thermal detonator or two to finish the job.



Finally, head up the path leading to the top of the fungal tree. Expect to run into droids along the way. Once you get to the top, destroy the final turret to complete the mission.

TESTER TIPS!

Tester: Greg Quinones

If playing as a heavy trooper at the start, pass the AT-TE to the left and lay two mines just beyond the tree to your left and back away. The two acklay should follow you. One mine is enough to defeat an acklay. Repeat this tactic for other acklay. To defend the AT-TE from the CIS army, continue to play as a heavy trooper. Lay mines around the AT-TE to protect it. If the CIS droid tread tanks come to attempt to destroy the AT-TE, try to place a mine in their path (one mine will take out a tank). If you don't have any mines left, target the tanks with your rockets. If you can't use the Jedi hero to complete the last objective of destroying the turrets, spawn in as a heavy trooper again. Use rockets or hijack a tank as an engineer to finish off the turrets.

Kashyyyk: First Line of Defense

The CIS is laying siege to the Wookiee homeworld of Kashyyyk. Break through the enemy blockade and relieve the beleaguered garrison until more reinforcements arrive. Destroy the Separatist flagship at all costs.

NEW OBJECTIVE:
Destroy the enemy frigates.



This is another space battle. However, this time you have access to all of the clone starfighters. For your first objective, you need a bomber, so climb into a V-wing.



Exit your hangar and turn right to locate the first enemy frigate. The frigates are moving about the area, so if you die and have to respawn, this frigate will have moved somewhere else. Use your mini map to locate it. The frigates have some turrets, so watch out. Make a bombing run, firing off all of your available proton bombs, then turn away from the ship to set up another bombing run while your bombs are being reloaded. It takes several runs on each frigate to destroy them both.

NEW OBJECTIVE:
Destroy the enemy heavy turrets.



Your next targets are the two heavy turrets to either side of the hangar opening on the CIS cruiser. These are a bit tougher to hit with bombs. Aim above them so your bombs drop right onto the turrets and take them out. Slow down as you approach, then speed up as you move away to turn around for another run on these turrets.

RISE OF THE EMPIRE CAMPAIGN



NEW OBJECTIVE: Land an LAAT gunship in the enemy hangar.

Fly your bomber back to your own hangar and land. You need to switch ships. Head over to the LAAT gunship and take off. Fly back to the CIS cruiser and right through their hangar opening to land your gunship.



NEW OBJECTIVE: Destroy the life support and engines.

Once you disembark from the gunship, move over to the other clone troops and order them to follow you. They help you during your boarding raid.



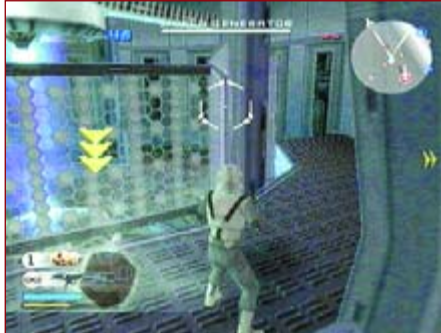
Advance into the control room and then go through the doorway on the right to get to the engine cooling tanks. Watch out for turrets suspended from the ceiling. Take them out first, and then plant time bombs on the tanks to destroy the cruiser's engines.



Now exit the engine room and head to the ammo droid in the control room. You need to resupply your time bombs. Shoot at the turrets in this room as well as any droids, then head through the doorway across from the engine room. The life



support room also has a turret, so take it out. Then use time bombs again to destroy the life support system.



NEW OBJECTIVE: Steal the Kashyyyk holocron.

Now you must steal the droid battle plans for Kashyyyk. After exiting the life support room, rush to the doorway on your left. The holocron

is just inside the shield generator room. Pick it up and then run across the control room to the hangar.

Don't take the gunship back to your cruiser. Instead, take one of the droid starfighters. If you are killed, you want to be able to respawn at the gunship rather than at your hangar, where you have to fly back to the enemy cruiser to get the holocron.



You come under a lot of enemy fire as you fly back to the Republic cruiser. Roll and maneuver to avoid getting hit. The worst thing you can do is fly straight to your cruiser.



Land the starfighter in your hangar and hop out. Now rush the holocron to your command room to complete the mission.

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TESTER TIPS!

Tester: Troy Sims

While destroying the frigates, fly high above them, avoiding their turrets. Then dive down when directly above them, allowing you to bomb the frigates while out of range of their deadly turrets.

kashyyyk: A Line in the sand

The 501st has reinforced the Wookiee defenders at a key refinery. Master Yoda himself is coordinating the defense of this critical installation. The line has been drawn; there can be no retreat.

NEW OBJECTIVE:

Hold the beach command post for three minutes.

This mission requires you to do a lot of defending. At the start, choose to be a heavy trooper and then head down to the command post by the water and help take control of it.



Lay mines at the water's edge to either side of the barricade. These mines take out both droids and their tanks.

Use your rocket launcher to take out enemy STAPs and tanks as they approach, because they represent the droids' main source of firepower.



Switch to an engineer at the command post and then climb into an IFT-X tank. This gives you some additional firepower as well as protection. Continue to fight off enemies as they approach this command post.

NEW OBJECTIVE:

Fall back to the Wookiee base.

Once you have held the beach for three minutes, you must then fall back behind the seawall to prepare to defend at this location. Switch back to a heavy trooper before leaving the beach command post.



As you move to the seawall, drop mines and fire rockets at enemies to buy your team a bit more time for defense.



NEW OBJECTIVE:

Defend the oil refinery for four minutes.

Once you are back behind the seawall, switch to an engineer again. Plant detpacks by the entrances and blow them when enemies try to enter.



RISE OF THE EMPIRE CAMPAIGN



When the seawall gate is finally opened by the enemy, climb into the IFT-X and begin firing on the droid tanks. Make them your primary targets because they can cause the most damage to the refinery. When there are no tanks, shoot at the droid infantry. Keep your tank between the seawall and the refinery and try to prevent enemies from getting past. Wookiees and clones near the refinery help you deal with the infantry. Keep an eye on the timer so you know how much longer you have to hold out.

NEW OBJECTIVE:

Take over all CIS command posts.

With the refinery saved, you can now play as Yoda. Be sure to choose the Jedi Master because he helps you complete your final objective almost single-handedly. From the Wookiee base, head to the nearest enemy command post on the beach and take control of it. Keep moving around to avoid fire from enemy vehicles and troops.



After the first command post is yours, race south to the command post on the water's edge and capture it.



Continue to the command post to the east. Destroy enemy droids on your way to increase Yoda's timer bar. You want to keep him for the rest of the mission.



Don't forget to use Yoda's Force powers. He can easily jump over enemy tanks and either push or pull enemies. Continue to the final command post and take control of it. Use the rocks around it for cover from enemy fire. Then use the lightsaber on any droids that come in after you. Once this final command post has been captured, you will be victorious in your defense of Kashyyyk.

TESTER TIPS!

Tester: Greg Quinones

Spawn in as a heavy trooper. Sprint to the command post you have to defend. Lay all of your mines, spaced out, in front of the barrier (near the water). This will help eliminate the first wave of CIS tanks. Get back on the other side of the barrier and throw all of your grenades at the droids coming across the water. Stand near the ammo droid to help ensure you have plenty of grenades. Keep throwing down mines around the perimeter of the barrier. Once you have defended the command post, sprint to the refinery (again, as a heavy trooper). Lay mines between the trees leading to the oil refinery. Go to the oil refinery command post and switch classes to the clone engineer. Pilot the IFT-X tank and kill all incoming droid and enemy tanks.

When capturing the enemy command posts, stay as Yoda for as long as possible. Otherwise, use the IFT-X while as a heavy trooper. Jump out of the tank, lay mines around the perimeter of the command post, and capture the command post.

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utapau: underground Ambush

Republic intelligence believes General Grievous is here on Utapau. General Kenobi has gone ahead by himself to scout the planet. Secure a landing area and link up with Kenobi to crush the Separatists once and for all.

NEW OBJECTIVE:

Assault and capture the lookout command post.

The clones begin in the northwest. Head south toward the lookout command post. You must engage a number of droids here to clear the area.



To prevent droids from continually spawning here, head up these stairs and proceed to the command post. Watch out for an enemy AAT while you are taking control of this location.

NEW OBJECTIVE:

Capture the highway command post.

Now head east down the highway that runs along the southern side of this battlefront. Along the way you have to take on droids. If you can get into an AT-RT, you will have more firepower.



Once you get to the command post, dismount if you're on the walker. Droids continue to attack to try to prevent you from completing this objective.



NEW OBJECTIVE: Secure hangar 10's command post.

You have the opportunity to play as Obi-Wan Kenobi. This Jedi is great for completing the next two objectives. Use Obi-Wan's Force sprint to race to the command post in the hangar. Block the fire from distant droids while slashing at those that come into range until you have taken control of the command post.



NEW OBJECTIVE:

Fight General Grievous.

Now you must defeat General Grievous. His speed with his lightsabers makes him a tough opponent up close. Therefore, as

Obi-Wan, throw your lightsaber at this enemy until he is dead.



If you lose control of Obi-Wan, General Grievous is more difficult to take out, because he is good at blocking your blaster shots. Use thermal detonators or even rocket launchers to finish him off.

RISE OF THE EMPIRE CAMPAIGN



NEW OBJECTIVE: Destroy the AA turrets.

For this next objective, head to the hangar command post and change to a heavy trooper. Use your rocket launcher to take out the two AA turrets guarding the entrance to the hangar. Each turret takes a couple of rockets. Meanwhile, an LAAT gunship hovers out over the sinkhole and provides cover fire for you so the droids won't interrupt you.

NEW OBJECTIVE:
Destroy the ATX energy pillar.

Head back to the hangar command post and change to an engineer. Then climb into one of the IFT-X tanks that spawn near there.



Along the way to the pillar, you have to take out an AAT. Keep moving while you shoot to avoid taking a lot of damage.



It's hard to miss the energy pillar. Because this is your final mission objective, concentrate your fire on it, ignoring the droids around you. Once it is destroyed, the mission is a success.

TESTER TIPS!

Tester: Greg Quinones

After capturing command post #2, change to heavy trooper. Proceed to command post #3. When you get close to the CIS AAT, lay down a couple of mines and back away. One mine should destroy the AAT. When prompted, spawn as Obi-Wan Kenobi at command post #3 and sprint to command post #4 at the hangar. Use the lightsaber throw to kill as many droids as you can while capturing this command post. When you have to defeat General Grievous, use Obi-Wan's lightsaber throw, or use a heavy trooper to lay down mines as Grievous follows you.

coruscant: knightfall

Order 66 has been given. The Jedi collaborators must be eliminated. On Coruscant, the 501st has been given the singular honor of executing this order under the command of the newly anointed Lord Vader.



NEW OBJECTIVE: Capture the Jedi council chamber.

Your first objective is to the north. Head through the grand hall toward the Jedi council chamber. Engage temple guards along the way and watch out for Jedi defenders. Take them out at medium to long range, because they are deadly up close.

Enter the chamber along with some other clones so you can quickly take control of the command post and limit the number of enemies that spawn during your attempt. The Jedi can be very deadly in this small room, so be ready with thermal detonators or even mines.



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NEW OBJECTIVE:

Go to the library and defend its contents till the scan is complete.

Now head back into the grand hall and on to the library which is off to the right. If you need healing or ammo, use the support droids in the grand hall.



When you enter the library, fight toward the back. You face a lot of Jedi, so a clone trooper with a rapid-fire blaster rifle is good here.

Once you have cleared the library as you advance to the back, turn around and begin engaging enemies that spawn or enter the library through the front. The Jedi usually concentrate on destroying the shelves of data, rather than attacking you, so kill them before they cause too much damage.



NEW OBJECTIVE: Retrieve the holocron from the comm center and bring it to the veranda.

While you can get to the comm center from the library by heading up stairs and going through a data archive, you run into a lot of Jedi in a cramped area. Instead, exit the library and head north toward the Jedi council chamber. At this command post,

switch to a clone jet trooper and then fly up the stairs, over the heads of defenders, and into the comm center to pick up the holocron.



Exit the way you entered and then head through the grand hall to the veranda where you began the mission. While you are carrying the holocron, the jet trooper can't fly. However, you can still jump over Jedi who block your way. Don't waste time fighting. Just get the holocron to the gunship.



NEW OBJECTIVE:

Kill the Jedi with the holocron and retrieve it.

To help you accomplish your next objectives, you can play as Anakin Skywalker. You definitely want to do

this because you must face off against several Jedi. The Jedi with the holocron starts off in a chamber east of the library. When you enter, the Jedi may try to run away.

Follow him. Anakin can throw his lightsaber. However, his Force choke ability prevents the Jedi from running away and kills him at the same time. Pick up the dropped holocron and then run it back to the gunship on the veranda.



RISE OF THE EMPIRE CAMPAIGN

NEW OBJECTIVE:

Kill the three Jedi Masters.

While you still are playing as Anakin, head back into the grand hall and hunt down the Jedi Masters. Don't try the Force choke until you have killed two of them, or you'll be an open target for the others. Instead, the lightsaber throw works best.



Stay in motion to avoid enemy fire and use your Force jump to get away from Jedi if they get in too close.

Concentrate on the Jedi Masters while avoiding the other Jedi. Once you have completed this objective, the mission is completed.



TESTER TIPS!

Tester: Greg Quinones

While capturing the first command post, use the pillars as cover and take out the enemy turrets at the top of the stairs. As you go into the room to capture your first objective, several Jedi will spawn. Use rockets, mines, and thermal detonators to defeat them. As they spawn, retreat backward and you mount your attack (they will want to close the gap to kill you with their lightsabers). When you have to defend the library, use a heavy trooper and rockets to defeat the Jedi and royal guards—there is no need to go upstairs. Just make sure to defend some of the archives on the first floor. When using rockets against the Jedi, aim approximately three feet away from their feet, on the ground.

Rise of the empire

The old Republic has fallen. Emperor Palpatine has created a new Galactic Empire to rule in its place.

Darth Vader, Dark Lord of the Sith, has taken command of the elite division of troopers known as the 501st. Now known across the galaxy as Vader's Fist, the 501st strives to establish order in the name of the Galactic Empire.

On the once peaceful planet of Naboo, the Emperor orders his newly armored stormtroopers to stifle the seeds of rebellion in a diplomatic manner befitting the new Empire...

naboo: imperial diplomacy

The Empire is flourishing under Emperor Palpatine, but there are still elements that resist the New Order. Chief among these is the Queen of Naboo; rumor has it she is also sheltering fugitive Jedi. It is time to bring Vader's Fist down on these traitors.

NEW OBJECTIVE:

Capture the plaza security post.



You begin in the southeast, and your first objective is to the north. You have to fight off a lot of Naboo guards to get to the plaza security

post. The key is to stay in motion, advancing as you fight.

When capturing the command post, hide behind the pillars. This gives you cover from enemies out in the plaza, and lets you convert the post at the same time. Just watch for guards coming around the pillar to get at you.



STAR WARS BATTLEFRONT II

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NEW OBJECTIVE: Take over the plaza command post.

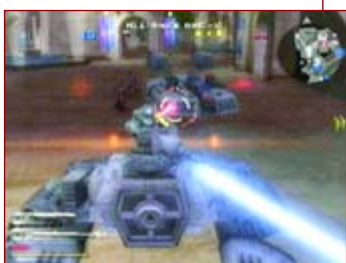


You now have to capture the command post in the southwest. Stay off the road that will take you there. Instead, advance along the covered walkway. This gives you some protection and allows you to bypass a lot of the defenders who are covering the street. Sprint across the opening leading to the central plaza or you can get caught in crossfire from both the north and south.

Cover is scarce while you're taking the plaza command post. Stay in motion and watch for Naboo guards coming at you from all directions.



NEW OBJECTIVE: Capture the guard security post.



Because you'll face enemy tanks, you better get in one yourself. Switch to an engineer at the command post you just captured, then climb into the IFT-T that spawns just to the north. Head north along the plaza, taking out enemy tanks and infantry as you advance. Turn left when you can and continue to the guard security post.



You can capture this command post while you hide behind pillars. In fact, you can even heal and resupply from the medical and ammo droids while hiding behind the pillars.



NEW OBJECTIVE: Destroy central grid console.



From the guard security post, head east and climb up the stairs to the balcony. Throw a thermal detonator up onto the balcony to take out some of the Naboo guards at the top. Then move in and clear out any survivors. The console is around the corner to the right. A few shots with a blaster rifle takes care of this objective.



NEW OBJECTIVE: Eliminate the Jedi royal guard and the Queen.

You must take out several Jedi. They are tough to kill because they can block your shots with their lightsabers. Therefore,

use thermal detonators. As a Jedi comes after you, walk backward and throw a detonator low, so the Jedi walks right at it as it explodes.



Stay by the ammo droid by the stairs leading down from the console you destroyed. You can then throw thermal detonators as rapidly as possible and they will be continuously resupplied.

RISE OF THE EMPIRE CAMPAIGN

Another way to take out the Jedi is to team up with some of your fellow troopers. Because the Jedi can only block shots coming from one direction, at least one of your group can get some hits.



After neutralizing several Jedi, you can approach the Queen of Naboo. She is armed, so be careful as you go after her. Once she has been eliminated, the mission ends in a victory for the Empire.

TESTER TIPS!

Testers: Troy Sims and Joe Acedillo

The fountains in Theed can provide you with good cover and keep you out of the enemy's sights. Whether to hide from your foes or to set up an ambush, take advantage of the multiple fountains found throughout the city.

Take a tank to command post #3—the guard security post. Hide behind the pillar at command post #3 to capture the command post and regain health from the medical droid while avoiding any passing Naboo guards. A single grenade lightly tossed around the corner will kill nearby guards and enable you to capture the security terminal to quickly accomplish the objective. If the tank is still nearby, take it to the Jedi spawn area for quick kills, or toss grenades into the spawn area. Repeat for the second Jedi wave with the Queen.

Mustafar: preventive measures

Gizor Delso, a Geonosian fugitive, has reactivated a battle droid army in the Mustafar system. The 501st is in the system, but its star destroyer has been boarded by Delso's forces. Repel the enemy boarders and take the fight to them.

NEW OBJECTIVE:

Destroy the droid landing craft and repel their assault.



For the first part of this mission, play as a clone marine. Head out into the hangar and start using your blaster rifle to take out the droids boarding your ship.



Approach the droid gunship that has landed in your hangar and fire rockets at it. The best place to aim is at the rear of the cockpit.



It takes a lot of hits to destroy the gunship. However, as long as it's in the hangar, droids will continue to spawn there. Use the rocket launcher's lock on ability and just stand by the ammo droid near the doors

to the command room, and fire rocket after rocket at the gunship until it is destroyed.

NEW OBJECTIVE:

Destroy the droid fighters and bombers.



Now take flight and shoot down enemy starfighters. Switch to a pilot at the command post, then head for the TIE interceptor. This is the best for dogfighting.

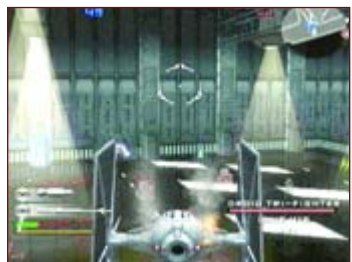
STAR WARS BATTLEFRONT II

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Once in space, target the nearest enemy starfighter and start firing your cannons. You also get quick lock ons with the homing missiles. Use both weapons to destroy eight droid starfighters.

The TIE interceptor is fast and maneuverable. However, it's very vulnerable to enemy fire. If you are having trouble, use the TIE fighter instead. It's a bit more durable and its proton torpedoes and cannons cause more damage when they hit.



NEW OBJECTIVE: Destroy the enemy cruiser's protective shields.

Head back to your hangar and land your starfighter. To take out the enemy shields, you need a bomber. Climb into the TIE bomber and fly full speed toward the enemy cruiser.



high above the cruiser to increase the damage each bomb does to the shields.

The shields are your target. Unlike other systems, you do not have to hit a specific spot on the ship. Instead, you can drop proton bombs anywhere on the cruiser to damage the shields. Make bombing runs from



NEW OBJECTIVE: Land in the enemy's hangar and steal the bomber.

You are already next to the enemy cruiser, so just fly your TIE bomber into the hangar and land.



The droid bomber you need to steal is in the middle of the hangar. Run over to it and climb inside.



Take off and fly the bomber back to your hangar. Fly full throttle and keep some energy for tricks in case an enemy gets on your tail. Once you land the bomber in your hangar and get out, the mission is a complete success.

RISE OF THE EMPIRE CAMPAIGN

TIP

Rather than heading back to your hangar to get a TIE bomber when you have to destroy the enemy's shields, fly into the enemy's hangar and steal their bomber. You can use it to take down the shields and then just fly it back to your hangar because you have already stolen it.

TESTER TIPS!

Testers: Troy Sims and Joe Acedillo

At the start, ignore the droids and time bomb and fire rockets at the CIS drop ship. When leaving the enemy hangar, after stealing the bomber, use the asteroids as protection from enemy fire as you fly to your cruiser.

Mustafar: Tying up Loose Ends

Gizor Delso has built prototypes of a new battle droid in the hopes of resurrecting the CIS army. Destroy the plans for this prototype and any reactivated battle droids in the mining facility. Needless to say, Delso must also be found and terminated.



NEW OBJECTIVE: Seize control of the lava observatory room.

You are once again planetside—though Mustafar is far from a vacation. Head

through the doorway on the right to enter the facility.

Follow the corridors to the left toward the lava observatory room. You have to engage several droids along the way. Be careful of using thermal detonators because they may take out your teammates as well as the enemy in these narrow corridors.



Once you get to the room, take control of the command post. Keep moving around because droids spawn here until it is yours.



NEW OBJECTIVE: Take control of the walkway.

Advance through one of the northern doors and continue across the bridge to the command post. Droids attack from the east as they emerge through a doorway.

If you need health or ammo, find a couple support droids west of the command post. Be sure to stock up before you head to your next objective.



NEW OBJECTIVE: Take control of the overlook command post.



Move east through the doorway and on to the collection base. Take the upper walkway to the right as you fight droids along the way.

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The command post is at the bottom of a ramp. Watch for droids coming at you from the top of the ramp as well as from around the corner to the south-west. Be careful not to fall off the edge to the lower level or

you have to backtrack to the west to get back up. Stay in the area until the command post is yours.

NEW OBJECTIVE:

Destroy the droid prototype schematics.

For this next objective, switch to an engineer. Head up the ramp to the west of the command post you just captured and continue into a control room where you find the first schematic. Use a detpack to destroy it, or thermal detonators if you are playing as another class. Use the ammo droid and medical droid in this room if you need them.



Fight into the southern control room. A lot of droids come at you from all directions. Take out the second schematic using the same tactic you did before.



NEW OBJECTIVE: Retrieve the orbital strike beacon in the conference room.

The conference room is just west of the southern control room. Rush in, clearing the area of enemy droids, and pick up the beacon.

Carry the beacon back through the control room to the overlook command post. Continue onto the antenna array to drop it off.



NEW OBJECTIVE:

Clear the antenna array.

You now need to get off the antenna array. Head west past the overlook and up the ramp.



NEW OBJECTIVE: Kill Gizor Delsa.

From the top of the ramp, you can see Gizor Delsa to the east. This Geonosian can fly for a limited time, similar to a dark trooper. Several other Geonosians plus droids will attack you. It can get pretty crowded at the top of the ramp, so move off of it if necessary. You don't want to hit your teammates. Concentrate your fire on Gizor Delsa because the mission completes once he has been terminated.

RISE OF THE EMPIRE CAMPAIGN

TESTER TIPS!

Testers: Jeff Gullet and Henry Hall

The dark trooper is a deadly unit on this level. His arc caster is an excellent weapon for clearing out roomfuls of battle droids. Charge up the gun fully, and then fire it into a room of enemies. The lightning will arc around the room, hitting entire groups of enemies. Thermal detonators are a quick way to destroy auto turrets on this level—when thrown correctly they stick to the turrets.

The Imperial engineer's detpacks or the shock trooper's mines are a good way to deal with Gizor Delso, but be careful—this can create a lot of casualties for your allies as well.

Kamino: changing of the guard

The Kaminoans have turned against the Empire and are using our own brothers against us. Lord Vader has hired a special mercenary to lead us in this difficult battle. He has unique knowledge of the cloning chambers that will be invaluable during the siege.

NEW OBJECTIVE:

Gain entry to upper cloning facility.

This can be a tough mission because you are fighting against clones with a lot of firepower. You can really use Boba Fett. Because he is a hero, his time bar increases only when you kill enemies. Therefore, take time to eliminate foes to keep playing as this bounty hunter.



Use Boba Fett's jet pack to get around this battlefield quickly. Jump over to the first objective and place a detpack on the console. Blow it to destroy the locking mechanism so you can get into the clone facility.

NEW OBJECTIVE:

Retrieve a sample of the clone DNA.

Fight through the corridor to the central part of the facility. Take some time to eliminate enemy clones along the way because this gives

you more time and also prevents them from shooting you. Watch out for auto turrets suspended from the ceiling as well.



Once in the main room of the facility, pick up the clone DNA canister. Now you have to get back out of the facility.



While carrying the DNA, Boba Fett can't use his jet packs. Therefore, you have to walk the entire way to the platform where a shuttle is waiting to take the sample. Watch out for laser turrets, because they are your biggest threat.

NEW OBJECTIVE:

Take control of the central platform.



Now you have to capture a command post. If you still have Boba Fett, just jet over to it and clear it out. However, other troops have to take the long way.

STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE



A laser turret on the objective platform makes life difficult for you as you try to secure this platform. Switch to a shock trooper and use the rocket launcher to take out this turret as well as others that are firing on the platform. One hit is all it takes.

NEW OBJECTIVE:

Destroy the clone life support.

If you lost control of Boba Fett earlier, you can regain him now. Definitely take the bounty hunter and jet over to the lower clone facility.



Once again you have to fight through corridors to the room where the life support is located. Clear out the room as much as possible. The flamethrower works great against groups of clones.



As you move about the room attacking the enemy clones, place detpacks next to the controls for the life support and blow them. Five consoles must be destroyed. Resupply detpacks as needed from an ammo droid in the room. If you lose Boba Fett here, use a shock trooper's rocket launcher to take out the consoles.

in the room. If you lose Boba Fett here, use a shock trooper's rocket launcher to take out the consoles.



NEW OBJECTIVE:

Destroy two gunships.

Head back to the central command post and switch to a shock trooper if you are not already one. Two gunships must be destroyed. One is

parked on the southern platform where you began the mission. Use the rocket launcher to take it out from long range. Because it isn't flying, you can't lock on. Instead, just aim carefully and make sure no obstacles block your shot. It takes a couple of hits to destroy the gunship.



The second gunship is flying around to the north. You can get a lock on this one when you get close enough. If you take a shot outside of lock-on range, be sure to lead because it takes some time for the rocket to travel to the target. After a couple of hits on this gunship, your mission on Kamino will be complete.

TESTER TIPS!

Tester: Troy Sims

Don't waste time firing at the final gunship from long range—use Boba's jet pack to fly up and drop a detpack.



RISE OF THE EMPIRE CAMPAIGN

Death Star: prison break

A contingent of Rebel prisoners has escaped from their cells. Making matters worse is the fact they have also managed to steal the technical readouts to the Death Star. Eliminate the prisoners and secure the plans before they are beamed off-station.

NEW OBJECTIVE:

Meet up with the 501st.

You begin the mission in the control room overlooking a hangar. Start off as a stormtrooper because you need the rapid-fire capability of a blaster rifle to deal with the escaped prisoners.



Head down the ramp to the south and enter the hangar to meet up with the rest of your unit, which has just arrived.

NEW OBJECTIVE:

Defend the hangar.

Rebels are headed your way. They try to enter the hangar through the northern blast door. Use containers for partial cover as you let the Rebels have it. Throw thermal detonators through the blast door to take out enemies as they approach.



Rebel soldiers like to roll to try to avoid your fire, so be ready. You have to hold out in the hangar for two minutes.

After the wave from the north slows down, another group of Rebels enters the hangar from the west. Keep an eye in this direction and then engage these new arrivals before they can get in behind you. The

NEW OBJECTIVE:

Capture the detention block command post.

Advance through the northern blast door and take a right at the central circle to get to the detention block.



The command post is in a small room. While thermal detonators would be great here, chances are you would kill your own team as well. Instead, rush in and clear it out. Expect Rebels to approach from the corridor to the north as well as the adjacent room to the northeast. Keep moving around the command post as you convert it to your side.

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NEW OBJECTIVE:

Secure the stolen plans.

Now head north through one of the detention corridors, taking out any enemies you meet along the way.



In the large room, head west to find the Rebel soldier carrying the plans. Eliminate several enemies along the way.



Once you've killed the Rebel soldier, pick up the plans and return them to the detention block command post. You can jump across this gap, from one walkway to the next, in the eastern part of this large area.

NEW OBJECTIVE:

Retake the fire control room.

Now head to the northern area where you just were, and then continue east and then south to get to the fire control room. Fight along the narrow walkway as you approach the command post.



Clear out the control area with the command post, and then engage enemy troops headed toward you from the south while you capture the command post.



NEW OBJECTIVE:

Destroy the shuttle in hangar 856.

For this objective, switch to a shock trooper. You need the rocket launcher to take out the shuttle. Head south from the fire control room, through



several corridors until you reach the hangar. Don't spend a lot of time fighting the Rebels you run into. Save your rockets and use only your pistol if necessary. Running is your best defense.

You have three minutes to get to the shuttle. When you reach it, shoot at it with your rockets. It takes four hits to destroy it. If you come under attack on the upper ledge, jump down to the hangar floor to finish off the shuttle.



NEW OBJECTIVE:

Exterminate the Rebel leader.

By this time you are probably low on or out of rockets. If you have rockets, fire at the Rebel leader's feet. If not, backtrack through the



corridors to the meeting room that is now your side's command post. Switch to a dark trooper and then head back to the hangar.

The dark trooper's arc caster is a great weapon for this final task. Hold down the fire button to keep it charged at its maximum power as you advance. Take out any enemies you encounter.



The arc caster can't be blocked by the Jedi's lightsaber. Stay in motion as you fire at the Jedi and his Rebel escorts. Once the Jedi is dead, the Death Star is once again secure.



RISE OF THE EMPIRE CAMPAIGN

TESTER TIPS!

Jeff Gullet and Henry Hall

During the first objective, when defending the hangar, take cover behind the crates and barrels located around the command post. They offer excellent protection while also giving the player optimal firing positions.



In the cell block, blow the grating and use the garbage compactor as a shortcut to retrieve the plans.

polis massa: Birth of the Rebellion

The Death Star plans have not been secured as previously thought. Imperial intelligence has tracked the plans to a small Rebel outpost in the Polis Massa system. Recover the plans and destroy the Rebel outpost.

NEW OBJECTIVE:

Capture the radar facility.

The Imperials begin in the hangar. The radar facility is to the south. Head through one of the corridors leading to the circular area where the radar is located. Watch out for enemies in the corridors—especially Bothan spies, which can appear out of nowhere to shoot you.



The three corridors all lead to the command post at the radar facility. Because most of the defenders are crowded around the command post, throw a thermal detonator in the middle. After it explodes, rush in to finish off any survivors.



Move around the command post, facing outward, to neutralize any enemies who try to take it back.



NEW OBJECTIVE:

Retrieve the holodisk from command.

For this next objective, the dark trooper is a good choice. His arc caster's ability to damage several

enemies at once allows you to clear rooms and corridors on your way to get the holodisk.



Advance through one of the two parallel walkways and be ready for enemies in the room at the western end. Push through them and then up the stairs to the command room, where you will find the holodisk.



Pick up the holodisk and race back to the radar facility, engaging only those enemies directly in front of you who pose a threat.

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NEW OBJECTIVE: Defend the radar facility until uplink.

You now have to defend the command post at the radar facility for two minutes. Use the same tactics as when you were capturing this location. Cover the corridors leading to the command post.



NEW OBJECTIVE: Destroy the databank in the cavern.

There are two ways to get to the cavern. Both require you to advance through the corridors leading west. One option is to take the tank in the small hangar near command post #3 and then move across the outside area to the small hangar near the objective.



Hop out of the tank and fight to the databank. The other way is to advance through the base to the opening of the cavern, then continue to the databank. Once you get there, use thermal detonators, detpacks, or rockets to destroy it.

TIP

If you are having trouble getting to the cavern objective, take control of command post #3 in the southwest. This allows you to spawn closer to the action.



NEW OBJECTIVE: Capture the hangar.

To complete this objective, get to the hangar either by tank traveling outside of the base, or through the base itself. Driving the

tank is the quickest way to get to the large hangar.

However, once you get inside the hangar, a lot of enemies are concentrated in this area. If necessary, use the tank's weapons to clear the doorway that leads to the command post you must capture.



The second option is to attack from the radar facility to the south of the hangar. This is actually a bit safer because you can get to the command post without having to go through the Rebels guarding the door to the small hangar. If you use a dark trooper, you can jump to the top of the platform without having to use the stairs.



Keep moving, using the containers for cover as you take out the Rebels near the command post. Then concentrate on those on the walkways to the sides and those coming up the stairs. Once you take control of the command post, the mission is complete.



TESTER TIPS!

Tester: Seth Benton

When you have to destroy the databank, take the AAC-1 out of the hangar closest to you and drive it outside the medical facility to the other side where the databank is, allowing you to avoid hallways full of Rebels.

RISE OF THE EMPIRE CAMPAIGN

Tantive IV: Recovering the plans

Lord Vader has determined the Death Star plans were beamed to the *Tantive IV*, a consular ship under the flag of Alderaan. The Ambassador, Princess Leia Organa, is believed to be a member of the Rebel Alliance. The 501st will storm the ship, recover the plans, and take Leia Organa prisoner.

NEW OBJECTIVE: Capture the barracks command post.

While the Imperial breach is fairly close to the barracks, the corridor connecting the two can seem a lot longer because you have two forces fighting in this confined space. Hold back at the start and let the rest of your troops lead the way. The Rebels usually throw a thermal detonator or two into the pack, so wait and avoid them.



After turning the corner, throw a thermal detonator of your own down the stairs to take out any Rebels near the door to the barracks—then rush in to the command post.



Once inside the barracks, head right and strafe along the eastern side of the room while facing west. This allows you to engage enemies as they spawn or enter this room. If you are next to the railing, you can start converting the command post. Don't go down into the lower area where the command post sits. It's hard to maneuver there and you're vulnerable to thermal detonators thrown by the Rebels.

NEW OBJECTIVE: Head to the tech room and destroy the security mainframes.

After capturing the barracks command post, you can play as Darth Vader. Choose the Dark Lord and then lead your troops down the corridor to the tech room in the western part of the ship.



Once inside the tech room, begin destroying the security mainframes. There are four inside the tech room. Eliminate some Rebels as well, to keep your time bar up.

Find four more mainframes in the bridge area west of the tech room. Rebels spawn here too, so keep your lightsaber ready to take them out. If you lose Darth Vader, a blaster rifle is fine for destroying the mainframes.



NEW OBJECTIVE: Get the access codes and return them to the tech room.

Exit the bridge through the northernmost door and head down the corridor to the engine room.



Shoot at the console to shut down the turbine. Then advance up the stairs past the turbine to the upper level.

Walk up to the security terminal to get the access codes. By this time, Rebels are probably pouring into the engine room on the lower level. Therefore, head north along the upper level to the ramp that takes you down to one of the main corridors.



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Sprint down the corridor. Don't bother to engage Rebels you may encounter. If you do, more will arrive at your location and you will be overwhelmed.



At the end of the corridor, turn left and head to the door leading into the tech room. Walk up to the indicated console to complete this objective.



NEW OBJECTIVE:
Find and capture Princess Leia.

As you exit the tech room, turn right to follow the corridor to the south. This takes you to the escape pod area. Find your target there.



Princess Leia has a powerful pistol, so be careful when you find her. Fire at her until she drops to the ground stunned, and the mission is an Imperial victory.

TESTER TIPS!

Testers: Julian James and Jeff Gullet

For the first objective, rather than fighting each individual enemy soldier, sprint over to the command post and capture it. It is a good idea to throw thermal detonators into the barracks first before you enter because it is well-defended. By moving quickly to take this position, not only will fewer reinforcements be lost, but you'll immediately gain access to Darth Vader, whose lightsaber gives you an advantage for the rest of the mission.

Yavin 4: vader's fist strikes back

The Rebel scum are fleeing their base on Yavin 4. Imperial intelligence believes most of their command staff is spread among the transport ships. Destroy the transports before they can make the jump to hyperspace, then attack the remaining warships.

NEW OBJECTIVE: Destroy the Rebel transports.

Because you spend this entire mission in a starfighter's cockpit, the pilot class is the only one you need. Climb aboard a TIE bomber and take off.



You have several time limits during this mission. To begin with, you have only three minutes to destroy five transports. Fly as fast as possible toward the nearest transport. Once you get into bombing range, slow all the way down and let loose with

all your bombs. If you stay slow, you can reload and fire off another salvo of bombs while on the same run.



It takes two loads of bombs for most of the transports. However, by the time you get around to the last couple of transports, they may have already received damage from your cruiser's heavy cannons. Therefore, a single load may do the trick.

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NEW OBJECTIVE: Destroy the Corellian frigates.

The frigates are on both sides of the enemy cruiser. They are a bit smaller targets than the transports, and it takes a couple of loads of bombs dropped in more than one pass to destroy them. There is no time limit for this objective.

TIP

If you need more time for the remainder of this mission, destroy one frigate and damage the second frigate so it is just about gone. Then fly back to your hangar and swap your TIE bomber for a TIE fighter. Use your proton torpedoes to finish off the frigate. This saves you from having to fly back to get another starfighter while the timer is running for the next objectives.

NEW OBJECTIVE: Destroy 10 enemy fighters.

You need a fighter for this objective. Fly back to your hangar and switch to a TIE interceptor.



As soon as you receive the new orders, a 10-minute timer starts. This is not just for this objective, but for the next two as well. Therefore, to allow for enough time for the rest of the mission, try to shoot down the 10 fighters in four to five minutes. Target

only A-wings and X-wings, because Y-wings are tougher and take longer to shoot down. Go for the quick kills instead.

TIP



While the orders suggest a TIE interceptor, the TIE fighter is a better choice for some pilots. The TIE fighter's cannons are more powerful, and while they are slow to lock on, a hit with a pair of proton torpedoes easily takes out most starfighters.



NEW OBJECTIVE: Destroy the enemy cruiser's heavy turrets.

You need a TIE bomber again, so fly back to the hangar and swap out your TIE fighter for some heavier firepower.

Remember that the timer is still ticking away. Fly quickly back to the cruiser to take out the four heavy turrets.



Each turret can be destroyed with a single load of bombs. Try to accomplish this objective within about two minutes.



NEW OBJECTIVE: Destroy the enemy cruiser's engines.

By now you should have three to four minutes remaining. Fly toward the rear of the enemy cruiser.



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You have to take out six engines. There are dual engines on each side and then the four other engines at the very rear. The dual engines act as one for the purpose of damage.



Each engine can be taken out with a single load of bombs. Get in close and let loose with your proton bombs to make sure all of them hit so you don't have to make another pass. After all engines have been destroyed, the mission is complete.

TESTER TIPS!

Tester: Troy Sims

While attacking the capital ships, fly high above them, avoiding their turrets. Then dive down directly at them, bombing their turrets and vital targets while out of range of their deadly turrets.

Yavin 4: Revenge of the Empire

The Rebels still maintain a sizable force in their base on Yavin. The 501st has been given the honor of avenging the Death Star's destruction. Remember your brethren aboard the battle station and show the traitors no mercy.



NEW OBJECTIVE: Capture the water fountain.



Because you do a lot of fighting on foot, a stormtrooper works best for this mission. Rush for the IFT-Ts and climb into one. Drive it to the water fountain and use the tank's weapons to clear out the Rebel defenders.

When other Imperial troops arrive, disembark and rush toward the command post to take control of it. Most of the enemies approach from the north, so watch in that direction as you wait for the command post to convert to your side.



NEW OBJECTIVE: Capture the viaduct.

The next objective is to the northeast. Get back into an IFT-T and head in that direction. You have to take out some Rebel hover tanks as well as infantry.



Once it's relatively clear, climb out of the tank and move toward the command post. With tanks to the east, place your back to the post location and cover the west, engaging any enemies approaching from that direction.



You have to stay fairly close to this command post to take control of it. Just keep moving so you don't make it easy for a Rebel marksman to snipe at you.



NEW OBJECTIVE: Capture the reflecting pool.

IFT-Ts spawn at the viaduct, so climb in one and head north to the next objective. Again enemy hover tanks try to stop you.



RISE OF THE EMPIRE CAMPAIGN

To make the next couple of objectives easier, drive your tank northwest from the reflecting pool toward the temple. Shoot and destroy the three tower turrets positioned at the entrance to the temple. This prevents them from firing while you are busy at the reflecting pool.

Return to the reflecting pool and move in to take control. Most of the enemy attacks come from the north. Stay by the medical droid to heal wounds as you receive them—until the droid is eliminated by enemy fire.



NEW OBJECTIVE: Defend the reflecting pool.

Once it comes under your control, you have to defend the reflecting pool for two minutes. Keep moving and rolling around while staying near the command post to avoid being killed by enemy fire as you take out enemies that get near the reflecting pool.



NEW OBJECTIVE: Bring the breaching bomb to the temple doors.

Switch to an engineer and then grab an IFT-T. This objective is easier if you have the protection of a tank around you. Head west to the altar.



Hop out of the tank and climb to the top of the altar, killing any enemies in your way. The breaching bomb is at the top, so grab it and rush back down into your tank.

Drive right up next to the temple doors, and get out of the tank momentarily. When the countdown timer appears on the screen, jump back into the tank and drive out of the way so the blast does not damage you.



NEW OBJECTIVE: Destroy the Rebel leadership.



With the door to the temple blown open, rush to it with your tank. Destroy the enemy hover tanks inside before driving right in and all the way to the back.

Now hop out of the tank and head up the stairs. An engineer is actually a good choice for this objective. The Rebel leaders are Bothan spies, who can use their stealth ability to make themselves invisible. However, the three have yellow objective arrows over them, letting you know exactly where they are.



Plant a detpack near an entrance. Blow it if one of the leaders tries to leave or if Rebel troops enter. Fire your shotgun toward the arrows and you kill a leader with a single hit. Keep moving until you have killed all three and completed your mission on Yavin 4.



TESTER TIPS!

Tester: Henry Hall

The Imperial engineer's detpacks or the shock trooper's mines are a good way to deal with the Rebel leaders (Bothan spies) for the final objective.



STAR WARS BATTLEFRONT II

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Hoth: our finest hour

Lord Vader has discovered the hidden Rebel base on Hoth. General Veers is leading the ground assault on the base's shield generators. Lord Vader will land once the generators are down and personally see to the destruction of the Rebel base and the end of the Rebellion.

NEW OBJECTIVE:

Capture the outlook command post.

The outlook command post is north of your start position. Choose to play as an engineer for the first part of the mission. Get into the closest AT-AT and head to the objective.



NOTE

You have 20 minutes to complete this mission. This is plenty of time if you stick to your objectives and don't get distracted.



As you approach the outlook command post, use the AT-AT to destroy all of the turrets. This seriously hampers the Rebels' ability to defend the command post. Then begin firing at the Rebel infantry to clear it out.



Once the AT-AT is right next to the command post, hop out and then secure the command post for the Empire. By this time there should only be a few Rebels and plenty of Imperial troops to take them on.



NEW OBJECTIVE: Capture the forward bunker.



Get back into the AT-AT and head west. Use the same tactic you did before—taking out the turrets at long range and then continuing forward to wipe out the defenders.

The command post is inside the bunker. Rush in and take out any defenders. Then place a detpack near the center of the bunker while moving to the back of the bunker so you can cover both entrances. When a Rebel enters the bunker, blow him up.



NEW OBJECTIVE: Destroy the shield generator.

You still need an AT-AT for this objective, so get back into one and then head toward the shield generator.

From the forward bunker, you must advance northeast around a hill so that you can get a line of fire to the shield generator. While you wait for it to come into view, take out the turrets at the bunker to the north because the Rebels use these to fire at your walkers. By this time, you should have a clear shot at the objective. Destroy it!



NEW OBJECTIVE: Capture the Echo Base hangar.

Advance toward the hangar. Take out the turrets guarding it and fire at snowspeeders as they fly around the area.

While an engineer works fine to clear out the hangar, if you die, respawn at the AT-AT as a snowtrooper. The hangar is filled with Rebels. Use thermal



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detonators to clear out groups and avail yourself of the ammo and medical droid just outside the entrance to the hangar.

Keep moving around the command post to take control as quickly as possible. Rebels spawn all around until you can get the command post to white. Then they appear from the east.



NEW OBJECTIVE:

Destroy the shield console in the tech room.

You can now play as Darth Vader. Take him through the tunnel system in the eastern part of the hangar. Notice shields blocking a couple passageways to the north.



When you get to the tech room, the console is on the right side. A few slashes with the lightsaber destroys it.

NEW OBJECTIVE:

Capture the back hangar command post.

Now head back through the tunnel and go through one of the paths leading north to the back hangar.



The command post is in the hangar's center. Clear out the Rebels around it and then use Vader's lightsaber throw to take out distant enemies while converting the command post to your side.



NEW OBJECTIVE: Acquire the bomb beacon and place it under the transport ship.

The bomb beacon is west of the command post. Pick it up.

Sprint out of the hangar and past the Rebels to drop the beacon in a trench under the transport ship.



NEW OBJECTIVE: Defend the beacon for one minute.

Now you have to keep the Rebels away from the beacon. This can be tough because they fire turrets and throw thermal detonators at you.

If you lose Darth Vader, spawn as a snowtrooper and head back out to the beacon. Thermal detonators work well against the Rebels, who tend to group around the beacon as they try to destroy it. Once the minute is up, the orbital bombardment begins and the mission, as well as the campaign, successfully concludes.



TESTER TIPS!

Tester: Greg Quinones

Spawn at an AT-AT as an Imperial engineer, then use the AT-AT to go to the first objective to capture a command post, destroying all enemy turrets on the way there. Repeat to capture the next command post. Park the AT-AT in front of the hangar and attempt to capture the hangar command post. If you die, spawn in as a snowtrooper and use your primary/secondary weapons to fend off enemies as you capture the command post.

STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

GALACTIC CONQUEST

The Galactic Conquest campaign combines both Space Assault and Conquest missions with a strategic game. Each side begins with a number of planets plus a fleet. The objective is to take control of all 13 planets. You can play four different campaigns.



- **Birth of the Rebellion** is the campaign where you play as the Rebel Alliance. You start off with Dagobah, Yavin 4, and your base on Hoth.
- **The Confederate Uprising** gives you control of the droid army of the CIS. Geonosis is your base planet and you also start off in control of Utapau and Mustafar.
- **Republic Sovereignty** puts you in command of the Republic forces. Your base planet is Kamino and you also control Naboo and Coruscant at the start of the game.
- **Dark Reign of the Empire** lets you take command of the military might of the Galactic Empire. Endor is the base planet with Coruscant and Mustafar also under Imperial control.

playing galactic conquest

During the strategic part of the game, you must move fleets from one planetary system to another.



This campaign is played in turns. Each turn, you can move one fleet, recruit units, or purchase bonuses. When you move your fleet over an enemy-controlled planet, you invade that planet and play a Conquest battle for control of the planet. If your fleet ends its turn in the same space as an opposing fleet, you must fight a Space Assault mission. The losing fleet is destroyed. The winning fleet, if over an enemy-held planet, can then invade and try to take the planet in that same turn. Winning a space battle earns you 300 credits. The loser also receives 100 credits. However, when you win a Conquest battle and take over a planet, you get anywhere from 500 to 1,000 credits depending on the planet. In addition, each planet you control provides credits every turn. You can spend your hard-earned credits on two things—recruiting units and purchasing bonuses.



When two fleets orbit the same system or occupy the same area of space, then a battle will commence.



Between fleets are Space Assault missions where you have to score 180 points before your enemy does. At the end of the battle, credits are awarded and the losing fleet is destroyed.



Planetary or ground battles are fought as Conquest missions on the planet's surface. You earn credits for winning a planetary battle as well as for the planets under your control.

Recruiting Units



You always start off with a soldier class unit. Recruit other classes by spending credits.

At the beginning of one of these campaigns, you only have access to soldier class units on the ground and pilot class units for space. To be able to select other classes during a mission, you must recruit them. Standard units cost 1,000 credits to recruit while special units run 1,800 credits. Marines for space battles are only 800 credits. Once recruited, a class is available for your entire team. Therefore, even

GALACTIC CONQUEST

though you like playing as a soldier class, you may want to recruit some engineers so they can build turrets or offer support as AI units.

Build fleets at any planetary system you control.



You can also build new fleets at a planet you control that does not already have a fleet in orbit around it. The price of fleets follow a graduated scale. Your first additional fleet is only 1,000 credits. However, your second new fleet is 2,000 and each additional fleet is ever more expensive. If you lose your only fleet, you can replace it for free at one of the planets you control. When considering purchasing new fleets, remember that you can move only one per turn. However, you can park your other fleets over important planets you want to secure, or along routes to block enemy fleets.

Purchasing Bonuses

Bonuses give you an advantage during a battle. If you want to use them, you need to buy them before you get into a battle.



You can also spend your credits on bonuses you can use during a mission. There are several different types of bonuses and each gives you an ability while on the battlefield or in space. You can have up to three bonuses in queue from which you select when a battle begins, but can only use one per battle. Bonuses expire after they are used and must be repurchased if you want to use the same one again. The following table lists all of the available bonuses.

Bonuses

Bonus	Cost	Description
Energy Boost	200	Causes your units' energy gauge to replenish faster after being depleted.
Garrison	200	Adds extra troops to your reinforcement bank if it drops too low.
Auto Turrets	200	Automatically reinforces your command posts with defense grid turrets.
Bacta Tanks	400	Causes the health of all your units to automatically regenerate at a constant rate.
Supplies	400	Increases the amount of ammunition and other supplies your units can carry.
Combat Shielding	400	Gives your units an extra reserve of health upon entering the battlefield.
Sabotage	600	Causes all enemy vehicles, including starfighters, to suffer damage upon spawning in.
Enhanced Blasters	600	Amplifies the damage of all blaster-type weapons for your team.
Leader	800	Activates your faction's playable hero for the planetary battles.

Tips

Zoom out the view so you can see the entire galaxy at once. This helps you organize your grand strategy for defeating your enemy.

Here are a few tips for playing Galactic Conquest campaigns.



- **Defend your base planet.** If the enemy takes it, he or she will score a lot of points and you will lose more points each turn than if another of your planets was captured.
- **Go after your enemy's base planet as soon as possible.** In some campaigns, you may begin with a planet adjacent to the enemy's base.
- **Purchase bonuses that complement your style of play.** If you like the soldier class for planetary battles, the **Enhanced Blasters** are a great choice.
- **Recruit additional classes of units.** Each class has its own specialty. Therefore, the more types of classes your force has available, the more able you are to respond to the enemy as well as take the initiative. Support classes such as engineer and heavy weapons classes should be the first few you recruit.
- **Create a frontier or border with the enemy.** Capture planets so that you can defend several by holding one or two spaces with fleets. This is a great strategy if you are good at Space Assaults.
- **Check out this guide's strategies and tactics for winning battles on each planet as well as Space Assaults.**



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

CORUSCANT

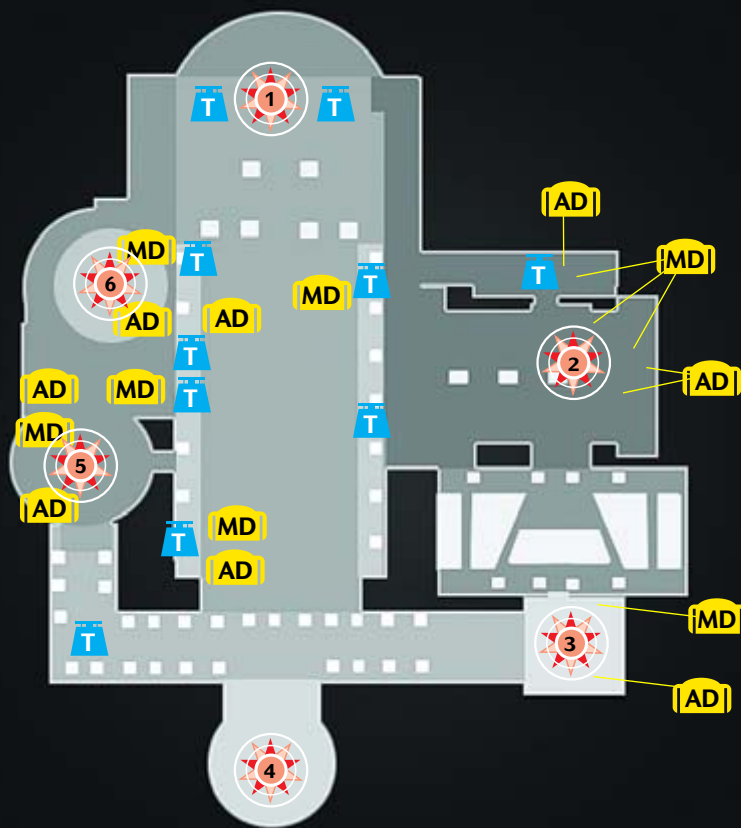
CORUSCANT

Situated in the heart of the galaxy, Coruscant was the seat of government for the Galactic Republic and the Empire that supplanted it. Over thousands of years of civilization, the planet has been entirely enveloped by cityscapes and urban sprawl. Encased in a gleaming tower on this city-planet was the Jedi High Council. Coruscant was home to the Jedi Temple, and the august order was answerable to the Senate, until Supreme Chancellor Palpatine assumed total control of the Republic.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



##

The turrets on this balcony make it easier to defend—especially if you have other defenders on the flanks.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	2

CORUSCANT

Command Post #1 is located on a balcony at one end of the battlefield. While engineers can construct two gun turrets here, there are no support droids. The CIS and Rebels can usually capture this location early and use the turrets to defend it. When trying to take #1 from the enemy, you have to knock out the turrets or at least the gunners in them. A sniper on the upper walkway leading toward Command Post #2 can take out the enemy manning one of the turrets.



Keep an engineer or two at this command post to defend it using the turrets.

#2

The Jedi library is a two-story room with bookcases that defenders can hide between and attackers can use as cover.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	1
Ammo Droid	3
Medical Droid	3

This command post is at the back of the Jedi library on the lower level. An ammo droid and medical droid are on the first level, one of each above the command post on the second level, and another pair on the upper walkway to the north of this location, along with a gun turret. Most attacks in the library come from the center of the battlefield. However, access from Command Posts #1 and #3 to the upper level of this area causes defenders to watch out for attacks from above.

Defenders at this command post should stay at the back of the library. They can maintain control and rush next to the medical droid as necessary.



Clone jet troopers can quickly fly up to the second level of this command post and fire down on enemies below.

#3

The starting point for the Clones and the Imperials is tucked away in the corner of the battlefield.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The initial command post for the Republic and Galactic Empire teams is a control room at the end of a hallway. Featuring a pair of support droids, this can be fairly easily defended by one soldier. Most attacks come from the hallway, but also watch out for enemies coming from the data base on the library upper level. A defender standing by the medical droid can cover both entrances and maintain high health. Just run over to the ammo droid when you need more supplies.

From this command post, you can quickly get to #2 through the data base area. Plant mines or an auto turret between the rows of computers to prevent enemies from using this route to get to your command post.



An engineer can defend this command post alone if necessary. Place a detpack near the main entrance leading out into the hallway. Blow it when an enemy approaches and then finish off anyone else with the shotgun.

#4

The Jedi Council chamber doesn't offer anything for either support or defense. It is just an empty room.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
------	-------

This command post is in the chamber of the Jedi Council. Unlike other command posts on this battlefront, it has no turrets or support droids. However, there is only one direction from which the enemy can attack. The Republic and Imperials should grab this command post at the start. Mines placed in each of the three doorways along the same wall will take care of enemies trying to rush in and take this command post. Defenders can also hide along the wall by the entrances so they can shoot enemies in the back as they enter.

The Republic should grab this command post at the beginning of the battle and hold it until the end.



#5

The meeting room can be tough to defend—especially if the two support droids have been destroyed.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This is another meeting chamber. However, this command post has two support droids. The tough part about holding this location is that there are three entrances leading into it, from the north, east, and south. To secure the command post, a soldier must be down by the droids. The entrances to the north and south are up short flights of stairs, so attackers from those directions should clear the area below with a thermal detonator before entering. Defenders can place mines on the stairs as well as at the eastern entrance.



A droideka down by the command post in this room can be a tough nut to crack. Back off and wait for its shields to drop or bring some heavy firepower



With three entrances, this command post is tough for a single trooper to defend. If you have a teammate manning the turret to the south, this is a much easier task.

CORUSCANT



The nice thing about the initial command post for the CIS is that it is close to several other control points.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The CIS and Rebel Alliance both begin at this command post located in the center of a rotunda. This is actually a good location and fairly easy to defend. The eastern entrance leads into the grand hall. The other entrance is out on the walkway to the south. This room is surrounded on most sides by transparent walls so it is impossible to hide in here. You cannot shoot through the walls, but at least you can see enemies approaching. Mines at the entrances make it tough for enemies to enter and take this location.



Unfortunately you can't shoot through these windows. If coming from Command Post #1, you have to walk all the way around this room on the outside to get to the exterior entrance—in complete view of the enemies inside.



The CIS rushes out of the command post into the grand hall to engage the enemy. The ability to spawn so close to the grand hall means that the CIS should be able to dominate this central area.

Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	The Emperor
Rebel Alliance	Luke Skywalker
Republic	Mace Windu



Because of the nature of this battlefield, which is rather small with narrow hallways, heroes are even more powerful than on larger battlefronts. In fact, they can almost win a battle on their own.



For a more evenly balanced game, don't use the heroes. They can be almost impossible to kill except with another hero.

Republic strategy

The Republic (or the Imperials) must move quickly at the beginning of this battle to grab as many command posts as possible. Send troops to secure Command Post #4 via the hallway, as well as Command Post #2 through the data base room, with troops jumping down from the upper level to quickly secure the areas before the enemy arrives. Position defenders in the library around #2 near the control area, as well as at the turret on the upper walkway to the north. The other defenders should be in the hallway north of #4. If you hold these three spots, Command Post #1 also stays secure. From this point, the Clones should send an assault force to capture #1 and also build and man a turret in the corner of the hallway west of #4. This turret covers any advances by the enemy from Command Post #5 and, by this time, the enemy reinforcement points will be ticking away. Now move on to take #6, and then #5, to win the battle. Remember that the key to winning on this map is to capture and hold—otherwise the command posts just change hands every few minutes.



Because the CIS usually control the grand hall, the Republic should make use of the hallways and walkways at the edges of the battlefield.



The Clone commander's chaingun is perfect for clearing out masses of droids in the grand hall and for defending hallways or entrances to command posts.

CIS strategy

By controlling the grand hall, the CIS has the quickest route to most of the command posts on the battlefield.

This CIS (and Rebel) strategy for this battlefront is similar to that for the Republic in that it is important to hold your command posts while capturing others. Therefore, the order in which you go after command posts must take into account how they can be used to help defend one another. Because of where the CIS begins the battle, at Command Post #6, they can quickly move out to capture a number of command posts. The key to this strategy is the grand hall in the center of the battlefront. Right at the start, send troops to capture Command Posts #1, #2, and #5. If you are daring, send a fourth group to get Command Post #4. Send large groups to #4 and #5, where they can expect enemy resistance, while individuals go for the first two. All troops can get to their objectives via the grand hall. Engineers can build turrets along the sides of the grand hall to help retain control—allowing you to quickly reinforce command posts under attack and preventing the enemy from using this central area to get to your positions. Depending on how successful you are on the initial assault, work your way into enemy command posts while carefully holding on to your own. You should have a majority early in the battle and force the enemy reinforcement points to count down. The enemy



then has only one or two command posts at which to spawn, so position your troops to prevent them from leaving these locations alive.

The magna guard is actually quite effective on this map—the narrow hallways make the radiation launcher very deadly. You can also use it to fire into enemy command posts to hurt or kill defenders before they can see you.



other types of battle

Capture the Flag

On Coruscant, you can also play a two-flag Capture the Flag game. In this case, one flag zone is near Command Post #1 while the other is just north of Command Post #4.



The grand hall, which is directly between the two flag zones, becomes the major thoroughfare for this game. While you can try to move around the outside edges of the battlefield, you are easier to ambush there. Jedi make this type of game almost unfair because they can sprint across the grand hall in a matter of seconds.

Tactics

Jet Packs

In this mostly indoor battle, it is easy to think in only two dimensions. However, clone jet troopers and dark troopers can use their jet packs to fight in the third dimension. In the grand hall, jet up to the walkways along the side and fire down on the enemies below.



DAGOBAH



These troopers can also jet up onto the rotunda or other elevated areas and fire down on enemies below.

TESTER TIPS!

Tester: John Arellano

For two-flag Capture the Flag games, have at least one heavy weapons unit stay back to cover your flag. Mines and rockets also provide more than enough firepower to stop engineers (who cannot trigger mines).

Snipers and engineers are the fastest units on the ground (excluding Droidekas). Use their speed at the start of new maps to quickly gain the advantage in command posts.

Tester: Joseph Frank

Practice using your auto-target button. It not only helps you aim, but it also helps you locate your target if he or she leaves your field of view.

When low on health or under heavy fire don't move in a straight line. Rolling and jumping will make you harder to hit and help you avoid a possible head shot.

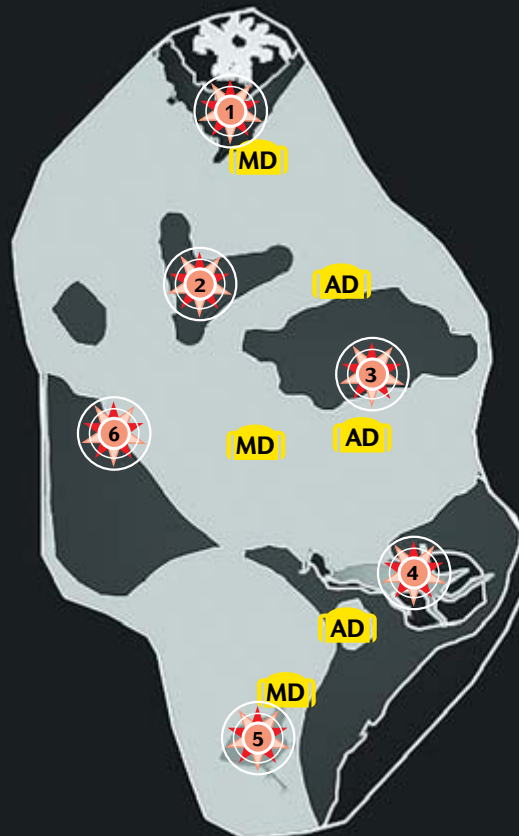
DAGOBAH

Dagobah is located in the distant Sluis sector of the Outer Rim Territories. The numerous failed colonization attempts of Dagobah have given it a reputation of being cursed or haunted. Its gloomy surface does little to dispel such notions. The planet is covered in gnarled trees and fetid swamps.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts

#1

Yoda's hut is the main feature at this command post.



Initial Control:
Rebel Alliance/Republic

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

Command Post #1 is near Yoda's hut at the northern end of the battlefront. Like many other command posts, it is out in the open. It's best to defend it from the cover of nearby trees rather than stand right on top of it. In addition, Yoda's hut can be walked around, allowing defenders to hide behind it or for attackers to sneak around from the back.



Hide in the grass at a distance from this command post when defending, rather than remain out in the open by the hut.

#2

The cavern under the large tree is very dark and can be disorienting inside. Use the on-screen map to guide you to the entrances.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
—	—

It can be tough to get to this command post unless you know where you are going. The in-game map shows its location, but it is actually underground. The three circles surrounding the command post on the map are entrances to this subterranean cavern. The inside is quite dark, making it tough to see enemy troops who might be hiding inside. Throw in some thermal detonators to clear it out before entering. Also, a mine or two just inside each of the entrances makes it tougher for enemy troops to get in to capture this location.



Mines are a great way to defend this command post because enemies cannot see them until they head down the entrances.



When attacking this location, throw thermal detonators down into the entrances before entering, and shoot any mines you see.

#3

Most of the fighting on this battlefront will be centered around this command post.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2
Medical Droid	1

Located on a tiny island in the middle of a bog, this command post is adjacent to Luke's crashed X-wing fighter or a downed Republic gunship, depending on which time period you are playing. Due to its central location, this is often the spot where the fighting can get quite heavy as both sides send their troops in. The ammo droid near the command post tends

DAGOBAH

to get destroyed early in the battle due to the heavy fighting here, so if you plan on using it for your team, be sure to bring along an engineer.



The Rebels defending this command post should position themselves near the southern ammo droid, but down by the water so that the short rise in the terrain provides partial cover for them against the advancing enemy.



The Imperials can pick off enemies crossing the bog out in the open toward #3.

#4

This command post is in the southeastern part of the battlefield.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1

The roots of a fallen tree create a natural structure around this command post. While this provides a bit of cover for defenders, they are better off staying in motion or positioned at a short distance. Due to its southern location, this command post is usually captured by the Imperials at the beginning of the battle.



Don't count on the roots to protect you from enemy fire. They are narrow and don't provide much cover.

#5

The Imperials should hold on to this command post and use it as their base for the battle.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

This is the initial command post for the droids and the Imperials. The cargo containers around it provide some protection for defenders, and the medical droid makes this a good place for troops to withdraw to for healing. While it's in the southwestern corner, it's far enough away from the edge of the battlefield that enemy troops can flank it. Therefore, defenders should keep a watchful eye for enemies coming from any direction and not just the north or east.



The medical droid makes this command post desirable for both teams as a location for healing wounded troops.

#6

Don't forget about Command Post #6. It is fairly close to #2, but off to the side of the main battle area.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit

Count

Located along the western side of the battlefront, this command post is up for grabs at the beginning of the battle. Whichever side can get there first with the most troops will take it. Often it can be neglected due to the denser terrain in favor of the more open terrain around Command Post #3. However, the team that takes it early can usually hold on to it with light defenses. The large tree near this command post provides concealment for defenders or stealthy attackers. Also, the bog to the west can make it difficult to see crouched enemies as they approach.



The trees around this command post provide good cover. Fire, then strafe to the side when the enemy starts shooting back.

Heroes

Heroes by Army

Faction	Hero
CIS	General Grievous
Galactic Empire	Darth Vader
Rebel Alliance	Yoda
Republic	Yoda



This is Yoda's home—and he is the perfect hero for defending it against enemy invaders.



Because he is so short, Yoda can move through the bogs unseen, sneaking up on enemies and slashing away before they even know he is there.

Rebel Alliance strategy

The Rebels and the Clones need to move out quickly right at the start to secure a majority of the command posts. Send two Rebel vanguards, or Clone heavy troopers, to the underground cavern at Command Post #2 where they can plant mines at each of the entrances as they take control of it. That makes it difficult for the enemy to capture it with a fast raid. The rest of the team should break up into two groups and head for Command Posts #3 and #6. Clone troopers and Rebel soldiers should make up the bulk of your team. Their rapid-fire blaster rifles allow them to fight at medium or short range while staying in constant motion. Once you control these four command posts, leave troops to defend them while sending small raiding parties to try to capture the remaining two command posts for a quick win, or just keep hammering the enemy as they come at you and their reinforcement points tick away.



Rebel vanguards can be effective for defending positions on Dagobah. Their mines take out enemies who are in too big of a hurry to see where they are going, and their rocket launcher is great for groups of enemies. Aim at the ground to create a blast that hits more than one target.

DAGOBAH



The Rebel soldier is the star of this battlefield. The blaster rifle is perfect for engaging the enemy while on the move. Snipers are not very effective due to the swamp mist which limits long-range shots.

Galactic Empire strategy

The more command posts the Imperials can capture at the beginning, the fewer they have to take away from the Rebels later on.



The Imperials and the droids should also rush to the central command posts right at the start. While one person goes for Command Post #4, the rest of the team should move out to secure #3 and #6. If you can get to Command Post #3 first, you can use the trees and grass for cover and concealment while the enemy has to wade through the bog to get to the location. If you can capture the central command posts, hold them and then send troops along the western and/or eastern edges of the battlefield to go after Command Post #1. Save #2 for last because a competent enemy will probably have it mined or protected with other defenses. When you go after it, throw thermal detonators into the entrances and blast it with rocket launchers before moving in.

Dark troopers are actually quite good for raiding on this battlefield. Their jet packs allow them to fly up and out of danger as well as drop down on enemies below who are often not expecting attacks from above. Their flight time is short, but effective.



other types of battle

Capture the Flag

Dagobah offers a two-flag Capture the Flag game. One flag zone is near Command Post #1 while the other is just north of Command Post #4.



If the enemy drops your flag, guard it until the timer counts down and the flag is returned to its starting position at your flag zone.



Escort your team's flag carrier. If he or she gets taken out, pick up the flag and keep going.

Tactics

Concealment

The Rebel troops' uniforms blend right in with the foliage on Dagobah. In fact, a Rebel crouching in the tall grass can be very difficult to see. Therefore, it is important to use the targeting function. At times, you may be shooting at only a pink targeting marker because the enemy is hidden in mist, grass, or even the dark.



Use the water in the bogs to make it harder for the enemy to see and shoot at you. While standing, only your head and torso are visible. However, if you crouch down, just your shoulders and head are targets.



TESTER TIPS!

Tester: Miguel Concepcion

Use snipers on Dagobah. Learn to navigate your way up the winding trees for sneaky and hard-to-locate sniper spots.

Tester: Kip Bunyea

Taking out health and ammo droids in enemy territory can help turn the tide in your team's favor.

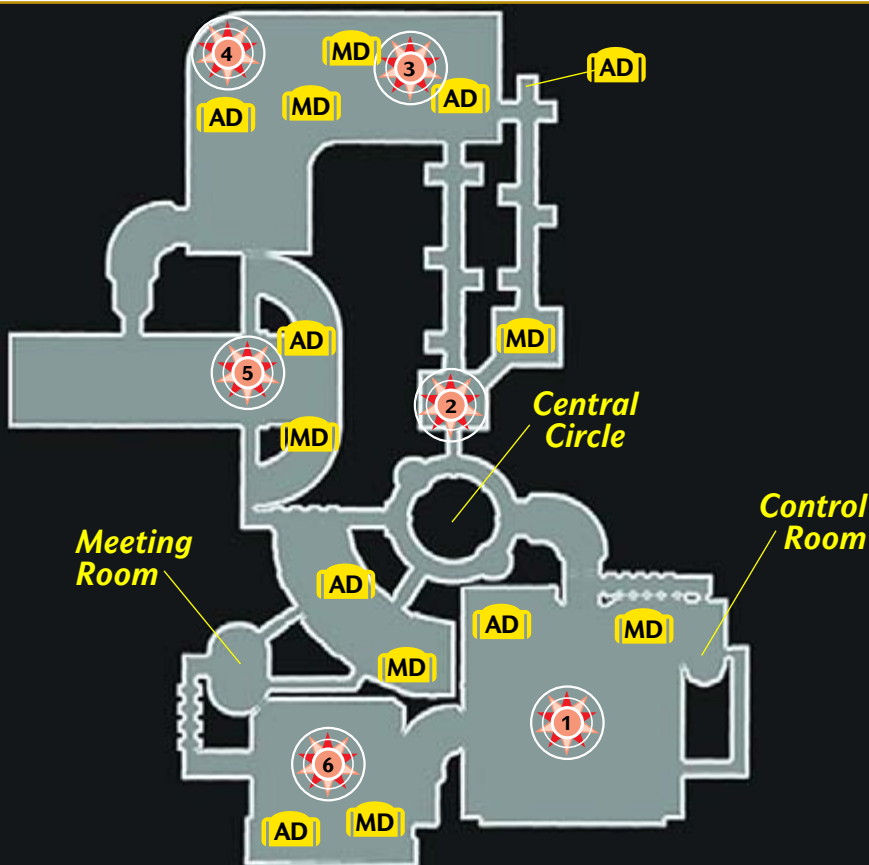
THE DEATH STAR

The Death Star is a battle station the size of a small moon. It has a formidable array of turbolasers and tractor beam projectors, giving it the firepower of greater than half the Imperial starfleet. Within its cavernous interior are legions of Imperial troops and fighter craft, as well as all manner of detention blocks and interrogation cells. The immense space station carries a weapon capable of destroying entire planets. The Death Star was created to be an instrument of terror—to cow treasonous worlds with the threat of annihilation.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



This hangar is easy to defend, and its location allows you to quickly get to several other command posts.



Initial Control: Galactic Empire/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This hangar in the southeast corner offers direct access to Command Post #6 through the blast doors and short corridor to the west. A control room overlooks the hangar, and troops

THE DEATH STAR

can get to this via passageways in the hangar and in the corridor just north of this command post. Defenders should cover the blast door to the west and also the corridor to the north to prevent enemies from going through the control room to get to this command post. With this command post's two support droids and quick access to the central circle, whichever side controls it can spawn troops here and then send them all over the Death Star.



The Rebels usually try to grab this command post at the start of the battle. Expect this until Command Post #6 is under your control.

#2

This command post can be tough to defend unless your team controls nearby locations.



Initial Control: Galactic Empire/CIS

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

The command post in the detention block control room is small and accessible from three different directions. The central circle is to the south while two corridors of detention cells are to the north. However, because the passageways leading here are all narrow, it can be defended effectively with mines and auto turrets along with a single soldier.



Combat in the detention block control room can be up close and personal.



#3

This command post comes under attack as long as the enemy controls #4.



Some of the detention cells along the corridor are open. Hiding in one can be a great way to ambush enemies moving along these corridors. You can also plant mines along these corridors. The red lighting here makes them difficult to see.

Initial Control: Galactic Empire/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2
Medical Droid	1

This command post is in the eastern half of the large northern area. The actual post is on a platform that's separated from the walkways by a short gap of empty space. However, the walkway is close enough to allow you to take control. This is a difficult location to hold by itself because enemies can come at you from four different directions. Instead, it's easier to hold this command post by defending at Command Post #2 and then somewhere to the west. While moving around this area, watch where you walk. The walkways are narrow and have no railings, so it's easy to step off to your death during a firefight.



It takes several soldiers from your team if you want to hold this command post. The best way to defend it is to go on the offensive and capture Command Post #4 to prevent enemies from spawning close to you.

Don't fall off the walkways! If you like to strafe to make it tougher for enemies to hit you, you will have to limit your sideways movement.



#4

This command post is out in the open at the intersection of four walkways. Don't try to defend it by standing here or you will be easily killed.



Initial Control: Rebel Alliance/Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This is the western command post in the large northern area. It is very similar to Command Post #3. Control of #5 is important to securing this location. Throw a thermal detonator on the section of walkway south of this command post, leading toward #5, to remove it. This prevents any quick access from Command Post #5. If you want to attack #3 from this spot, you can take the direct route straight to the east or head north down a ramp and then east to come around to hit #3 from the north.



The blaster rifles of soldier-class troops are best for the fast fighting necessary to capture Command Post #4.

#5

The command post by the controls for the Death Star's main cannon is an important location to control.



Initial Control: Rebel Alliance/Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The main cannon control room houses this command post. It's on a platform that can be reached only by narrow walkways around the edge of the room. As such, it's fairly easy to defend with a few mines. In addition, the only way to get here is from Command Post #4 or the central circle. Walkways to the north and south of the command post lead down to lower platforms. Because the enemy is usually not expecting anyone down there, snipers can position themselves here and take out enemies as they advance along the narrow walkways to the command post.



The Imperials should rush to capture this control point because it's a key part of their strategy to control the southern command posts. It's also easy to defend if you control the central circle.

#6

This command post is useful only if you want to capture Command Post #1. Otherwise, it's a long walk to other command posts.



THE DEATH STAR

Initial Control: Rebel Alliance/Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The western hangar holds this command post. Besides the blast door and corridor that leads to #1 to the east, the only other access to this location is a corridor up a ramp and to the west, which leads to a meeting room and then on to the central circle. The ledge that leads from the top of the ramp around to the eastern side provides a great place from which to defend this area. As enemies rush in from either entrance, a soldier or sniper can fire down on them.



Fire down on enemies trying to capture this command post from the ledge overlooking the hangar floor.

Heroes

Heroes by Army

Faction	Hero
CIS	The Emperor
Galactic Empire	The Emperor
Rebel Alliance	Luke Skywalker
Republic	Obi-Wan Kenobi



The Emperor's Force lightning attack can hit several enemies at once—especially on the narrow walkways and corridors.

Both Obi-Wan and Luke can clear out the corridors—but they are vulnerable in the large open areas where enemies can fire at them from several different directions.



Rebel Alliance strategy

The Rebels, as well as the Republic, begin in control of the western half of the Death Star. Their main strategy is to first secure control of the four northernmost command posts. This causes the enemy's reinforcement points to begin counting down. From Command Post #6, send a single soldier to attack the enemy at #1. This forces them to defend this location or give you an easy conquest if they abandon it. However, have the remainder of your team concentrate on attacking #3 from the direction of Command Post #4 and also securing the central circle. From #3, move down to grab Command Post #2. At this point, control of the central circle is all you need to prevent the enemy from getting to any of the four command posts to the north. Now send an attack force to capture the two remaining command posts in the hangars to win the battle.



Make at least a quick attempt to capture #1, in case the enemy has failed to defend it.



The Jedi heroes can easily jump across open spaces between walkways, allowing you to hit the enemy where they least expect it.

Galactic Empire strategy

Command Post #6 is an important capture at the beginning to drive the enemy from the south.

The Imperials, or the CIS if you're playing during the Clone Wars, begin on the eastern half of the Death Star. While they can go for a strategy similar to the Rebels, their initial starting positions actually lend themselves better to a different strategy.



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

Rather than giving up the south, the Imperials should send a group to capture Command Post #6 right from the start. Continue through the meeting room and then to the central circle to secure the two southern command posts. Hold at #2 while giving up #3 if the enemy pushes for it. The two long detention block corridors are easily defended from #2. Meanwhile, send an attack force from the central circle toward Command Post #5. Get rid of the walkway section leading straight to #4 from #5. Then the enemies have to move up the long narrow walkway alongside the cannon where snipers and soldiers can easily pick them off. Now all that remains is to take the two command posts in the large northern area. To do this, mass your team at Command Post #2 while leaving a few to hold #5. Advance up both detention block corridors to #3. Now the fight will be for the final command post at #4. By this time, it usually doesn't matter whether you can take it or not, because the Rebel reinforcement points have been ticking away. Just hold on until the battle is won.



The central circle is key to the Imperial strategy by cutting off the enemy from the southern part of the Death Star.

Defend the detention block corridors against enemy attacks from the north. Use mines and other defenses.



other types of battle

Capture the Flag

The one-flag Capture the Flag game on the Death Star is quite difficult. The flag begins in the large northern area and must be carried into the opposing team's hangar.

Grab the flag and then carry it back past your own spawn points to receive escorts along the way.



The central circle is important to control, because all flags must be carried through this area to get to the hangars.

Tactics

The Retracting Walkway

The walkway section between Command Posts #4 and #5 retracts when an explosion, such as caused by a thermal detonator, occurs on it. Until this time, it allows for quick access between the two command posts.



However, once the walkway is retracted, it can't be returned to its original state. If you control one of the two command posts and want to make it tougher for the enemy to get to you, get rid of the walkway section. Jedi and troops with jet packs can still jump across though.

TESTER TIPS!

Tester: Miguel Concepcion

If you're jumping off of the elevated part of the Death Star hangars so you can get to the room's floor (most likely if you're retrieving a flag in the same room), roll instead of jumping. When jumping, you lose a second because you brace for impact, leaving yourself open to the enemy. If you roll off of the edge, at least you're on your feet once you hit the ground.

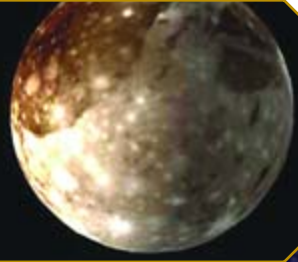
Tester: Kip Bunyea

Hide detpacks behind crates and such that are placed in hallways, this way the enemy cannot see their tell-tale red glow until they're on top of them.

ENDOR

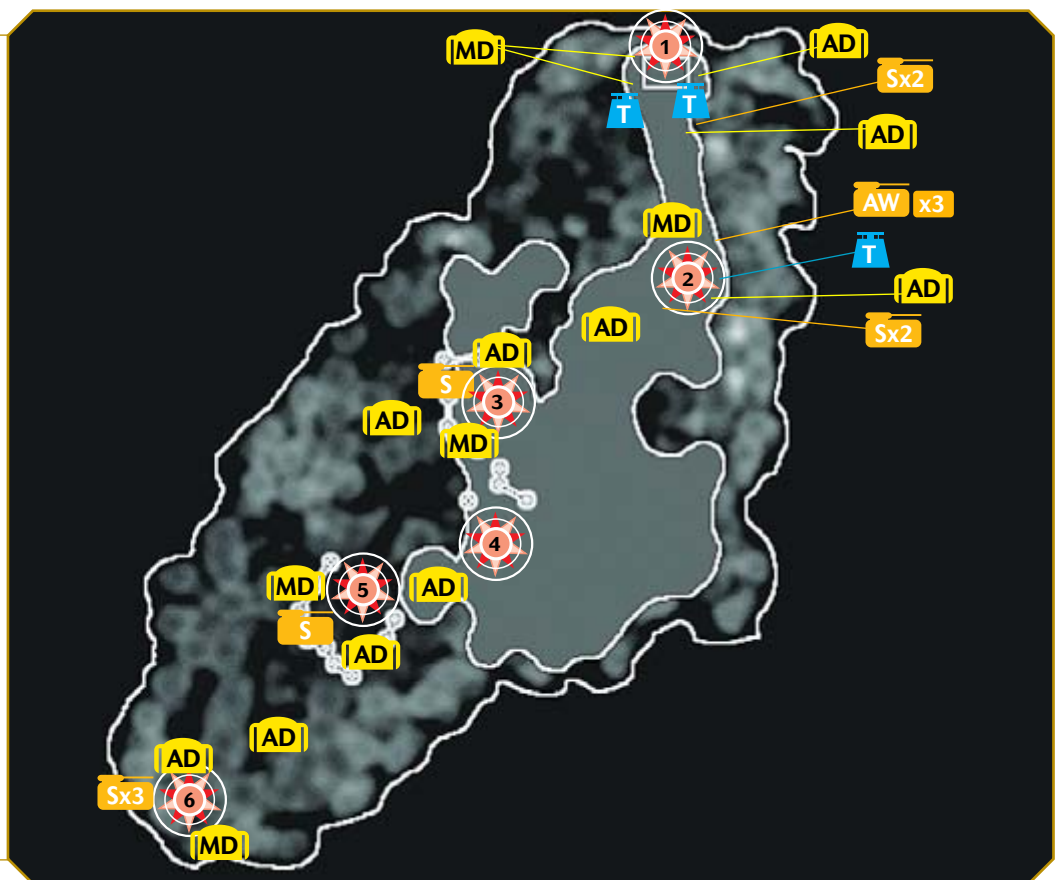
ENDOR

Endor and its moon are often confused with one another. Endor itself is a gas giant, lying in the Unknown Regions, with a massive gravitational shadow complicating any direct hyperspace jumps. The forest moon of Endor (one of nine orbiting the giant) is covered by woodland, savannas, and mountains. Sometimes called the “Sanctuary Moon,” it is inhabited by a wide range of intelligent creatures, such as the Ewoks. The trees where the industrious Ewoks build their sprawling villages can reach thousands of meters in height. This moon’s remote location, forest terrain, tree villages, and dense vegetation provide many places to hide, making it a good location to house a secret facility.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



1 The Shield Bunker at the command post houses the shield generator responsible for protecting the second Death Star from starfighter and capital ship attacks.



Initial Control: Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Speeder Bike	2
Gun Turret	2
Ammo Droid	2
Medical Droid	2

Command Post #1 sits at the north end of the map and is guarded by gun turrets flanking both sides of the entrance. The Imperials should construct these turrets early in the battle to prevent frontal assaults. Once constructed and manned, these turrets can cover the southern approach as well as the thick forest to the east and west. But make further efforts to prevent attacks. Use shock troopers to place mines at the bunker's entrance and within the main walkway leading to the command post. The turrets are likely to discourage frontal assaults, so consider placing stormtroopers or scouts in the thick foliage to the east and west to help spot and engage flank attacks. Unlike the other command posts, this one can't be destroyed. But it can be captured, causing the Empire to lose a spawn point, potentially tilting the odds in favor of a Rebel victory.



The two turrets are important for defending this command post from a Rebel attack. Engineers should construct a turret right at the start of the battle, then man it.

#2

This command post supplies the Empire with multiple vehicles, making it a popular target for Rebel attackers.



Initial Control: Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AT-ST	3
Speeder Bike	2
Gun Turret	1
Ammo Droid	1
Medical Droid	1

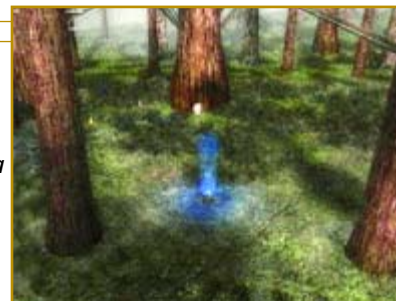
The AT-STs spawned at this command post give the Imperials a tremendous tactical advantage over the Rebels. Therefore, this location must be constantly protected against Rebel attacks. Begin by placing mines around the command post and make sure the AT-STs are manned at all times. If even one is captured by the Rebels, it could tilt the odds in their favor, especially if they use it to assault the defensive turrets outside of Command Post #1. This location has a turret of its own, which should be constructed early and manned at all times. It is extremely useful for repelling frontal assaults in the event

#3 falls into Rebel hands. But most attacks are likely to come from the cover of the forest to the east and west. To defend against such sneak attacks, use your own troops to patrol the surrounding woods.

The AT-STs that spawn here play a major role in the Imperial strategy and supply a firepower advantage over the Rebels.

#3

The Imperials have overrun this Ewok Camp in the map's center, giving them a firm foothold on capturing the remaining Rebel-held positions to the south.



Initial Control: Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Speeder Bike	1
Ammo Droid	1
Medical Droid	1

Like the Rebel's Command Post #4, this location is the Imperial front-line position. Even with the high ground of the catwalk nearby, this position is tough to hold, with the Rebels conducting constant attacks from the south. To better defend the command post, consider deploying one of the AT-STs to provide fire support. Keep an eye on the east near the downed hollowed-out tree. Rebel attackers and marksmen are likely to move and attack from this direction. The catwalk is also a favorite avenue of attack for Rebels spawning at #4. Capturing Command Post #4 significantly reduces attacks on #3, but until then, keep an AT-ST nearby to repel the constant assaults. Just make sure the AT-STs steer clear of the two Ewok log booby traps to the west and southwest. If an AT-ST walks between them, the logs will swing free and slam the walker's turret, instantly demolishing it and killing its crew.

The Imperials must be careful to defend this location. Stormtroopers on the ground work best against Rebels rushing in on speeder bikes.



#4

This meadow may look serene now, but it's one of the front-line positions in the battle, making it a hotly contested piece of territory.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
—	—

Command Post #4 serves as the Rebel's front-line spawn point at the start of the battle. Although it offers no vehicles, this command post must be held at all times to prevent the Empire from staging flanking attacks on Command Post #5. More importantly, this location provides access to a catwalk meandering north toward Command Post #3. This path can be used to attack this enemy command post, but it can also be used by the Empire to attack #4. Therefore, position troops along this catwalk and consider throwing some mines on it as well. Its higher elevation gives defenders a great view of the area surrounding the command post. Soldiers, marksmen, and vanguards all make good choices for defenders here.

The Ewok tree platforms give the Rebels a good view of the area and allow them to shoot down on the enemy below.



#5

Ewok-constructed catwalks and platforms overlook this Rebel position.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Speeder Bike	1
Ammo Droid	1
Medical Droid	1

This command post is flanked by several large rocks, providing both defenders and attackers some cover. But the Rebel defenders can best watch this position from the nearby U-shaped network of catwalks and platforms to the south, east, and west. These elevated positions are great sniper spots, allowing marksmen to pick off any attackers that wander within the command post's radius. Place vanguards on the platforms to help deal with the AT-STs. Also keep vanguards nearby for placing and replenishing mines around the command post.



The rocks surrounding this command post provide cover for attackers as they secure it for their side. Try not to let attackers get in close or they can be tough to get out.

#6

Although this command post sits to the rear of the front lines, the Rebels need to position defenders nearby to repel enemy rush attacks.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Speeder Bike	3
Ammo Droid	1
Medical Droid	1

Located to the far south, this is a key command post valued by both factions. For the Rebels, it provides three speeder bikes useful for staging rush attacks on the Imperial positions to the north. But if the Empire captures this command post, they'll open a second front, allowing them to squeeze the Rebel forces in the center of the map from the north and south. Therefore, the Rebels need to defend this position throughout the battle. Begin by tossing mines to the north and around the command post. Mines are the best way to defend against rush attacks by enemy speeder bikes. Consider deploying some snipers in the surrounding area too. This command post takes a while to secure, requiring attackers to remain within its radius for several seconds. Use this opportunity to pick them off from a distance.

STAR WARS BATTLEFRONT II

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Rebel vanguards should place mines around this command post to deal with any Imperials that try to quickly take it while the main battle is near the central command posts.



Heroes

Heroes by Army

Faction	Hero
Galactic Empire	Darth Vader
Rebel Alliance	Han Solo



Han Solo's blaster allows him to engage enemies at a distance. He is great for rushing into the bunker to secure Command Post #1 and blasting anyone who tries comes down the corridor to stop him.

Rebel Alliance strategy

The Rebels must hold the central command posts and use the Ewok platforms to gain an elevation advantage over the Imperials.

For the Rebels, the surest path to victory is through Command Post #2 to the north. Denying the Empire their AT-STs evens the odds, making a Rebel win much more likely. But first, fortify the southern command posts to ensure they don't fall. Place the appropriate number of mines and marksmen nearby to keep the Imperials out. Meanwhile, assemble an attack squad at #4 consisting primarily of soldiers. A smuggler and vanguard can come in handy too. Begin the assault by circling wide to the east where you're less likely to encounter the enemy. When you reach the eastern side of #2, stay in the forest and monitor the situation—make sure all AT-STs are gone before launching the attack. Start by taking out the gunner in the turret, or the whole turret if a vanguard is in the squad.



Then rush the command post while blasting any defenders.

Once #2 is captured, the Imperial forces are cut in two, providing direct access to Command Post #1 to the north. Immediately fortify #2 before attacking any other command posts. Make sure the turret is operational and that mines are placed. Then begin some probing attacks on #1, using vanguards to knock out the two turrets. Meanwhile, send another attack squad (this time with at least two smugglers) around the eastern side of the #1. Once the turrets are down, infiltrate the bunker with your attack squad and take control of the command post. With five command posts under your control you can contain the Imperials at #3 and kill them as they spawn until they run out of reinforcements, or you can make a rush to take the control point to win the battle.

Because the Imperial's main source of firepower is the AT-STs, the Rebels must work hard to destroy these walkers.



Use the Ewok tree walkways and platform to fire down at the AT-STs and aim at their weak spot—the rear section under the head and between the legs. It takes only a couple of rocket hits there to bring down a walker.

Use the Ewok tree walkways and platform to fire down at the AT-STs and aim at their weak spot—the rear section under the head and between the legs. It takes only a couple

Galactic Empire strategy



Speed is a great tactic for the Imperials because the Rebels will concentrate on your AT-STs. Use the speeder bikes to race around the Rebel flanks to capture command posts in the rear.

While the AT-STs give the Empire a tremendous advantage, the Rebels still present a serious threat and must be dealt with quickly. Start off by moving the AT-STs toward Command Post #3, but consider keeping one back at #2. Holding these positions is critical. While the Rebels are busy attacking these two command posts, assemble a speeder bike attack squad at Command Post #1—your team has five speeder bikes at the start of the battle, spread out among the three command posts. Once the squad's assembled, race the speeder bikes south along the less-traveled eastern edge of the map toward Command Post #6. When the squad arrives, stay on the eastern side and try to spot mines around the command post.

ENDOR

ENDOR

Use thermal detonators and blaster fire to wipe out the mines, then rush the command post.

After capturing this command post, start moving north toward Command Post #5. Meanwhile, get your AT-STs moving south in an attempt to simultaneously attack #5. No matter how strong the Rebel defenses are, they won't be able to withstand a combined infantry and AT-ST attack at #5 from two sides. Instead of attacking #4, fortify your existing command posts and hold them while the Rebel reinforcements drain away. Keep one AT-ST deployed at Command Posts #2, #3, and #5 to help prevent break-out attacks. The bulk of your infantry forces should be placed #6. Once the Rebels weaken, move in on #4 and capture it to end the battle.

Keep a constant watch out for enemies in the trees above. Rebels like to shoot at you from the elevated platforms and walkways.



When piloting an AT-ST, watch out for the Ewok traps between Command Posts #3 and #4, along the trail to the west. When a walker moves through this open pathway, two logs

swing down and smash into the walker's head—taking it out and killing those inside. There are two of these traps along this route.

other types of battle

Capture the Flag

On Endor, you can play one-flag Capture the Flag. The trees provide good cover behind which you can move and ambush the enemy.



It isn't cheating to mine the area around your flag zone, is it?

Hunt

The Hunt game on Endor pits Imperial scouts against the furry little Ewoks. While it may seem lopsided at first, this is actually a tough contest.

The Imperial scouts have the long-range advantage with their sniper rifles. However, the Ewoks are tough to see in the high grass and jungle. Plus, they're small targets.



Armed with spears and rocks, the Ewoks are a force to be reckoned with. While a good spear throw can take out an Imperial, the rocks are also effective and a direct hit will knock down an enemy, allowing you to move in for the kill.

Tactics

Combined Assaults

If the Imperials want to make the most of the firepower provided by the AT-STs, they must protect these walkers. Rebel vanguards can get in so close that the walkers can not lower their weapons enough to hit them.



Therefore, it's important that each AT-ST be given an infantry escort, even if it's a single stormtrooper.



TESTER TIPS!

Tester: John Arellano

Mines are incredibly effective. Learn to use them. One mine will take out most vehicles (excluding the AT-AT). Additionally, they stop hero units and creatures dead in their tracks.

Tester: Clark Parkhurst

After an intense firefight, always remember to reload your weapon.



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

FELUCIA

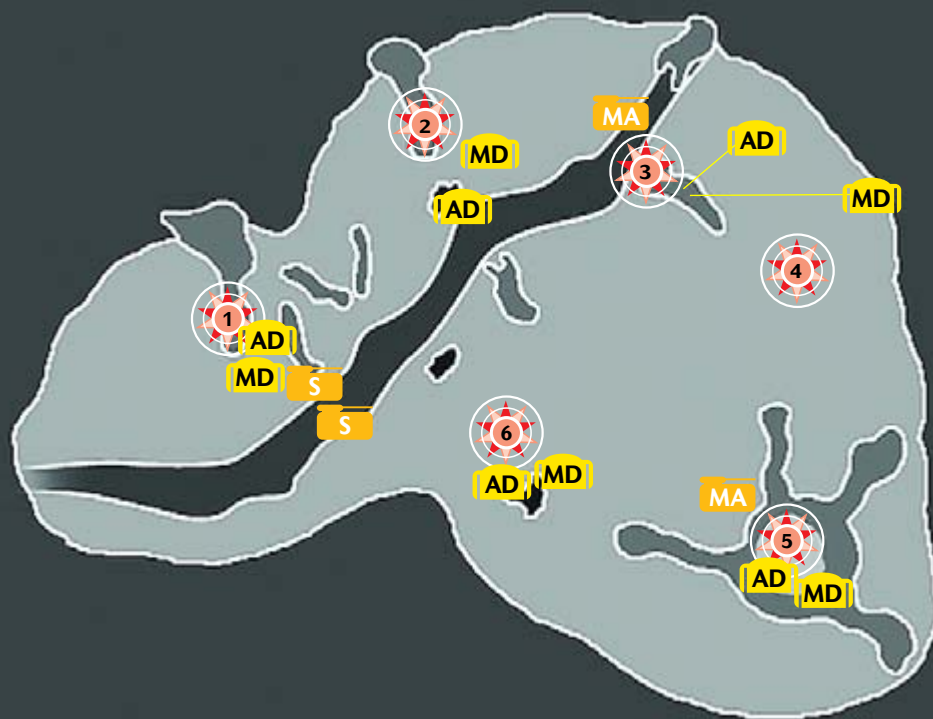
FELUCIA

Once a major holding of the Commerce Guild, Felucia is a world teeming with fungal life forms and immense primitive plants. Much of the planet has a fetid, humid landscape overgrown by forests of bizarre wilderness. Many of the life forms on Felucia are partially or completely translucent; they color the sunlight as the beams penetrate their skin. Beneath the hazy canopies of the enormous pitcher plants and leafy growths is a surreal color-drenched landscape.



LEGEND

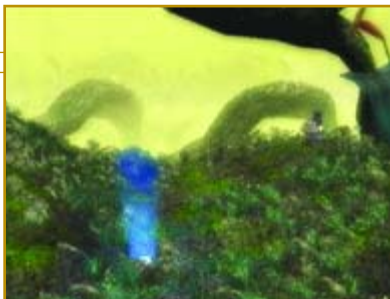
- Turret
- Scout Vehicle
- Medium Assault Vehicle
- Assault Walker
- Heavy Assault Transport
- Special Craft
- Creature
- Ammo Droid
- Medical Droid
- Command Post



command posts

##1

The Republic command post here will come under attack as the enemy tries to gain a hold on the Republic's rear area.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AT-RT	2
Ammo Droid	1
Medical Droid	1

FELUCIA

This command post is on the far western side of the battlefield. Like most of the command posts on Felucia, it is surrounded by vegetation, which provides cover and concealment for defenders and makes it easier for attackers to sneak up on the position unseen. While this command post is farther away from the battle to begin with, the Republic must hold it as their main base. AT-RTs spawn in the nearby stream and give the clones some additional firepower. The best way to defend this position is by covering the stream as well as keeping

defenders at Command Post #2.



By defending along the stream, Republic troops can use the vegetation for cover while engaging the enemy out in the open as they move across the stream.

#2

This command post is also surrounded by deep foliage. The tree trunks and branches make it difficult to get vehicles into this area.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This second command post is on the northwestern side of the stream. The high grass allows crouched troops to move about almost unseen. As with the other command post on this side of the stream, it's easier for the Republic to set up defenses along the stream than right by the command post.



The droids should try to quickly expand to Command Post #2 because it helps them defend #3 more effectively and gives them a springboard for securing the northwestern part of the battlefield.

#3

Located out in the middle of the stream, this command post can be tough to defend. Luckily some additional firepower spawns here.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Droid Tread Tank	1
Ammo Droid	1
Medical Droid	1

This is one of two important command posts for the droids. While its position out in the open can make it tough to defend, the droid tread tank that spawns here makes it an important asset. This tank can make short work of the Republic AT-RTs and be used to engage clones heading across the stream to the rest of the droid command posts. Securing Command Post #2 makes #3 easier to defend, and the droids can concentrate their forces on attacking rather than defending this spot.

The Republic must push for Command Post #3 right from the start. Heavy troopers should aim for the small, rear wheel on the droid tread tanks. This is its weak spot, and a couple rocket hits there will put the tank out of action.



Once the tank is destroyed, the clones must secure and defend this command post. It is important for protecting the command posts west of the stream.



#4

This command post looks like a nice spot for a picnic—if it wasn't for all the fighting.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
------	-------

While there's nothing really exciting about Command Post #4 by itself, its proximity to other important command posts makes it valuable. Whichever side controls #3 must secure this command post, because it provides a spawn point for enemies that can then approach #3 through thick vegetation. While you may not want to waste a lot of troops defending here, some mines and a single defender usually do the job.

A defender can hide behind the cargo containers and then pop up on unsuspecting enemies.



#5

This hilltop command post can be tough for attackers to get to the top of.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
------	-------

Droid Tread Tank	1
Ammo Droid	1
Medical Droid	1

This command post is the droid main base. It is easier to defend than other command posts and has the bonus of spawning a droid tread tank at the foot of the hill. The only

ways to the top are by following a trail that winds around the hill or by walking up one of the enormous tree roots that lead to the summit. While this location allows the occupier to look down on the surrounding area, the mist created on this humid planet limits long-range visibility, thus preventing this command post from being a sniper haven. The Republic should make a serious effort to secure this command post as their base in the southeast, and to deny it to the enemy.



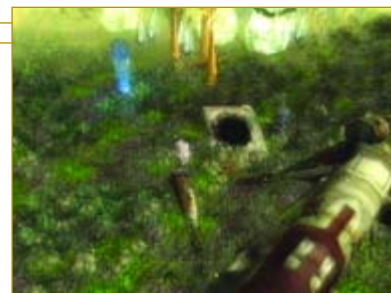
While height is usually a sniper's friend, the weather conditions make it tough to target enemies unless they are fairly close.



However, a heavy trooper or other rocket-armed soldier can easily take on an enemy tank using the crest of the hill for cover and retreating to the ammo droid for reloads as needed.

#6

A downed transport lies rusting to the side of this command post—and can provide some cover as well



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
------	-------

Ammo Droid	1
Medical Droid	1

This is the Republic's only initial command post southeast of the stream. As such, it provides a salient or bulge into the droids' territory. While this location is defensible due to the two support droids and the cover around it, the Republic should use this command post as a point from which to launch attacks against the main enemy base on the hilltop at

FELUCIA

Command Post #5. Keep at least one individual here for defense, because control of this command post limits the enemies' ability to cross the stream in the south.



Republic clones assemble here and prepare for an attack against the enemy hilltop base.

Heroes

Heroes by Army

Faction	Hero
CIS	Jango Fett
Galactic Empire	Boba Fett
Rebel Alliance	Chewbacca
Republic	Aayla Secura



Aayla Secura causes a lot of damage to the enemy with her dual lightsabers. Throw her lightsabers at groups of enemies to take out several at once.



Jango Fett's jet packs allow him to jump over trees and other vegetation rather than having to meander through them.

Republic strategy

At the start of the battle, the Republic should secure the area northwest of the stream. The command posts here are tough to defend individually due to the vegetation. However, the stream provides a great line of defense—allowing the clones to hide in the vegetation while the droids are open targets as they cross the stream. The key to this strategy is to take

Command Post #3 right at the start. Send troops from #3 along with the two AT-RTs from #1. The two walkers should be able to take on the droid tread tank. Attack it from both sides so that at least one walker can hit its vulnerable rear wheel. Keep a few troops along the stream to defend the command posts to the northeast while the rest of your team concentrates on the southeast. If you still hold Command Post #6, send a force from there to take #5 from the enemy. Jet troopers can jump up to the top to quickly secure it. Then all that remains is #4. Because you should control command posts all around this location, just have all of your troops move toward #4, surround the enemy, and secure the command post to win the battle.



While not as powerful as the droid tread tank, a couple of AT-RTs are more than a match for a single tank.



The clone commander is a great defensive unit and capable of mowing down droids as they try to cross the stream.



Your troops can climb up the roots to the top of the hill at #5. However, jet troopers can get there in a single bound.



CIS strategy



The droid tread tanks are difficult to use in the lush vegetation. They act better as turrets that can move around a bit.

The CIS strategy relies on speed as they try to capture as many command posts as

possible at the start. While the droids begin with a couple of tanks, these vehicles are not as useful here as on other planets. Felucia's dense flora severely limits their movement and ability to maneuver quickly about the battlefield. Therefore, holding Command Post #3 where one of these tanks spawn is not as important as hitting the Republic hard right from the beginning. CIS troops should begin at either #3 or #5. From #3, infantry should rush to take Command Post #2 from the enemy while the tank and a small escort of troops moves down the stream toward #1. Meanwhile, a force from #5 should advance on and capture #6. Depending on where the Republic is weak and what command posts you can capture, try to create a solid line against the enemy. Hopefully, the enemy is now surrounded at only #3 and possibly #4. Move in and eliminate them to win the battle.

Infantry engaging the Republic AT-RTs should aim for the exposed driver. Shooting the clone leaves the walker for you to use.



Droidekas are tough to move around on this battlefield. However, they are great for defending a command post with their shields up for defense.



other types of battle

Capture the Flag

Felucia offers a one-flag Capture the Flag game. The flag begins near Command Post #3 and the flag zones are at #1 and #5.



Getting to the flag zone on top of the hill can be tough if the enemy chooses to defend it. Be sure to escort the flag carrier.

Tactics

Jungle Fighting

Not only does the mist on Felucia limit long-range visibility, the vegetation makes it difficult to see enemies until they are very close. The key is to use the targeting function.



Constantly press the targeting button while fighting on this planet. This helps you locate enemies you might have trouble seeing otherwise. At times, you may be firing at a targeting reticle even if you can't actually see the enemy. Also, be sure to look around you as you advance. Enemies can be hiding behind trees or plants to try and ambush you.

TESTER TIPS!

Tester: Miguel Concepcion

Droidekas make great decoys, especially if there's only one command post left to take over. Spawn as a Droideka and charge towards that command post. When you get there, literally run circles around the opposition. In the best case scenario, the clones will be distracted by you long enough for the rest of your team to reach the command post and take it over en masse.

Tester: Kip Bunyea

If there's a health or ammo droid near a command post, stand within their healing/refueling radius while you capture the command post, and kill two birds with one stone.

GEONOSIS

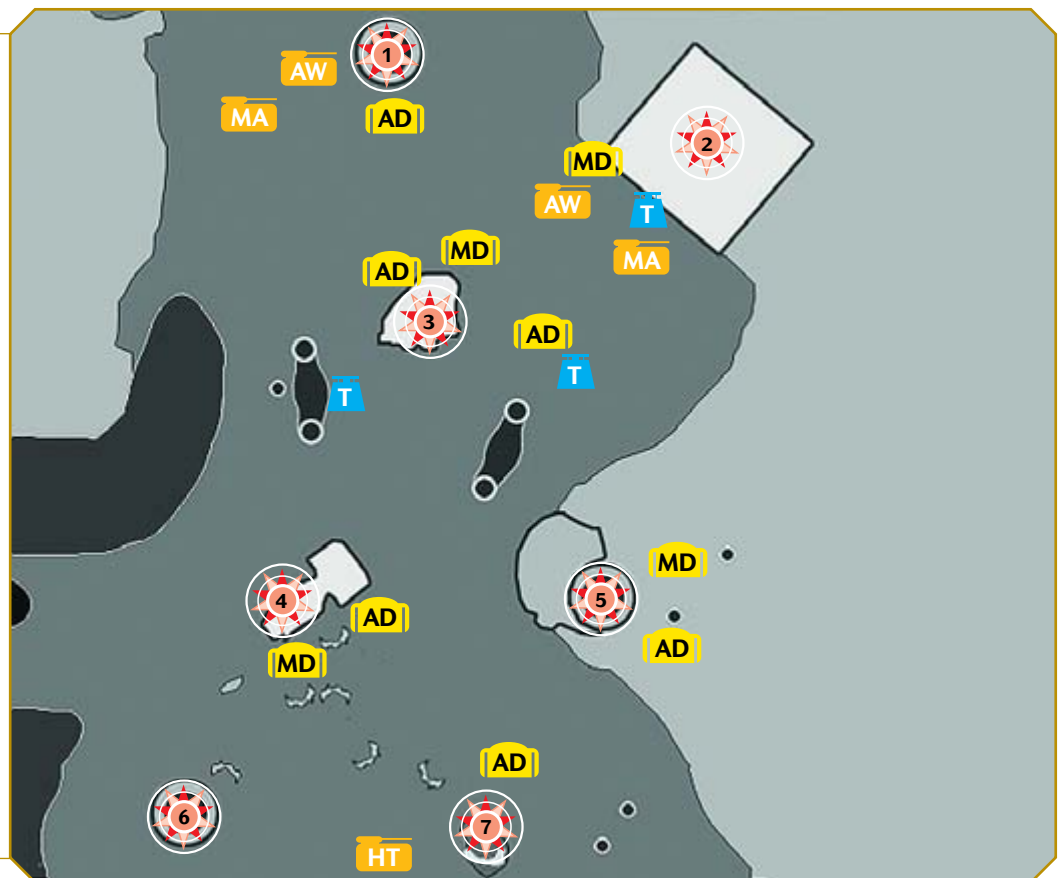
GEONOSIS

Geonosis is a ringed planet, located along the outer rim of the galaxy, near Tatooine. Its uninviting surface is marked by mesas, buttes, and barren stretches of parched desert hardpan. The rocks and sky are tinted red, and the creatures that evolved on Geonosis are well-equipped to survive in the harsh terrain. Geonosis is also home to sentient insectoids that inhabit towering spire-hives. The Geonosians, as they are known, maintain large factories for the production of droids and weapons. The droid foundries and the planet's remote location make it ideal for a base of operations.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



This northern command post is important due to the two vehicles that spawn here.



Initial Control: CIS

Vehicles, Turrets, and Droids

Unit	Count
Hailfire Droid	1
Spider Walker	1
Ammo Droid	1

This command post is housed in a bunker and is not too difficult to defend with a single droid. The only way into the bunker is through one of two doorways at the rear. With the open terrain out in front, enemies approaching this location have no cover and are sitting ducks for a vigilant defender. The two vehicles that spawn to the southwest are the real prize here. They provide the droids with a lot of mobile firepower that they can use to push the clones back. The Republic should try to make a quick raid against this command post and deny the CIS the two vehicles.



If the droids fail to defend this command post, the clones should make a raid to secure it and give the Republic a northern spawn point.

#2

The hangar where Command Post #2 is located spawns a couple vehicles as well as Geonosians.



Initial Control: CIS

Vehicles, Turrets, and Droids

Unit	Count
Hailfire Droid	1
Spider Walker	1
Sonic Blaster Turret	1
Medical Droid	1

This is the main base for the CIS. The vehicles spawned here are important, as are the Geonosians that also spawn inside the hangar. While you cannot play as them during the Conquest game, they are additional enemies against which the clones must fight. To help defend this command post, use the nearby turret. Because the sonic waves travel slower than light, you have to lead your targets a bit to hit them. If the Republic can take control of this location, it will really put the hurt on the droids.

The spider walker and hailfire droid that spawn at this location represent a large percentage of the CIS firepower. The droids need them to take on the Republic AT-TE.



The Republic should send in a few troops to capture Command Post #2. You have to watch out for enemies coming from the entrance as well as enemies spawning inside the hangar itself.

#3

This command post is in the map's center, where most of the fighting takes place.



Initial Control: CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This CIS bunker in the center of the battlefront provides a great spawn point for the droids to assault Republic positions to the south. Two firing slits face south, allowing for droid assassins to snipe away at approaching clones. This bunker's entrances are on the eastern and western sides. The actual command post is in a sunken bay, giving defenders some protection against attackers who have no cover of their own. By taking this command post, the clones can slow down the droid attacks against their positions to the south. However, this location is not made for defending against attacks from the north. Mines at the entrances help keep enemies from quickly taking this position.

GEONOSIS



Snipers receive protection against enemy fire while positioned by the firing slits. They can then take out clones at a distance as they approach this command post. Cannon fire from the AT-TE is an effective anti-sniper tactic.

#4

The remains of a crashed starship house this command post.



Initial Control: Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The command post at this location is actually inside the wreckage of the starship. This is a tough spot for the Republic to defend because the entrance faces south. Therefore, don't try to defend this spot from the inside. While mines are fine up close, the rest of the defense should be from the outside. Unfortunately, there is little cover once outside of the wreckage. While most of the combat occurs along the eastern side of this command post, keep some troops to the west to engage droids trying to sneak in on your flank. The CIS should try hard to take this position. A droideka inside with shields can be tough for the Republic to take out in order to retake this command post.



A droideka with shields activated can defend this command post against most clone attempts to recapture it.

#5

This bunker sits atop a hill along the eastern side of the battlefield.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The only command post that begins the battle neutral, #5 is the prize to be won by the team that can get there first with enough firepower to hold it. From this vantage point, you can see nearly the entire battlefield. Due to the steep slopes, the hill is not accessible to vehicles. Therefore, it is purely an infantry battle for this command post. A good tactic is for a heavy weapons unit to rush into the bunker and drop mines at the two entrances to blow up any enemies who try to come in. The flat area just below the bunker is a great vantage point for snipers to fire down on the enemies below.

Take this control point at the start of the battle and always keep a defender or two there to prevent it from falling into enemy hands.



#6

This bunker at the battlefront's southern end is away from most of the action and offers little to a team other than it being a command post.



Initial Control: Republic

Vehicles, Turrets, and Droids

Unit	Count
------	-------

Command Post #6 is little more than a bunker. While snipers can use it to engage enemies near #4, this location offers nothing else. If the Republic holds #4 and #7, they can prevent any enemies from getting to Command Post #6. However, if either falls to the droids, then this bunker becomes a spawn point where the clones can regroup to take back their lost command posts.



If the droids can sneak around the western edge of the battlefront, they usually find this command post empty. Take control and you then have a spawn point from which you can attack neighboring command posts.

#7

This command post in the battlefront's southeastern corner protects the Republic's right flank if the enemy controls the hilltop to the north.



Initial Control: Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1

Command Post #7 sits on a small mound, surrounded by rock spires. This position is great for snipers covering the area to the north, with a nearby ammo droid for resupplying. A single sniper can defend this position and provide support to teammates to the north and west. Be sure to keep it defended if the droids take Command Post #5, because this is often their next objective as they advance south.

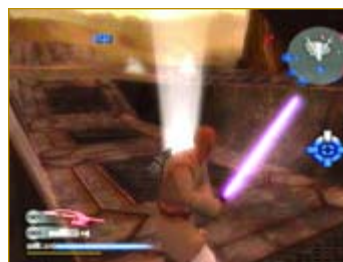
If the droids take this command post, it is fairly easy for them to hold on because the surrounding terrain is open and flat. Any approaching enemies are easy targets.



Heroes

Heroes by Army

Faction	Hero
CIS	Count Dooku
Republic	Mace Windu



Both Count Dooku and Mace Windu are Jedi who can contribute greatly to their cause. They work best inside structures or while using their Force run to move quickly across the open areas. If they just stand out in the middle of the battlefield, the vehicles and enemies will quickly take them down.

Republic strategy

The way for the Republic to win this battle is to concentrate on two main areas—the central battle and the eastern flank. The key to a Republic victory is using the AT-TE effectively. This walking command post begins west of Command Post #7. While it is slow, this behemoth can take a lot of punishment and dish out even more. Load it up with three engineers and send it crawling north. The primary targets for the AT-TE are the enemy spider walkers and hailfire droids. The driver and main gunner can deal with these vehicles while the gunner in the rear can prevent enemy infantry from sneaking up on the walker. The AT-TE should advance past Command Posts #4 and #3, straight toward #2. Meanwhile, an infantry force should be holding at #4 while another races up the hill to capture #5. From there, infantry can descend toward #2 from the east to hit this command post while the AT-TE provides fire support. Don't forget that the walker is also a spawn point, so troops can return to the battle right next to the walker. This is great for capturing Command Post #3 while the AT-TE walks past. If the battle is not won by the time #2 falls, continue to Command Post #1 for the final victory.

Escort the AT-TE with some clone troopers. They can keep enemy troops from getting in close where the walker's guns can't hit them.



The AT-TE moves right up next to the hangar at Command Post #2 to fire at any enemies who spawn while the clones take control.

GEONOSIS

CIS strategy

The droids need to capture Command Post #5 right at the start to secure the eastern flank and create a path into the enemy's territory.

The droids have the advantage of four times as many vehicles as the clones. However, their hailfire and spider droids are more vulnerable to enemy fire. The main threat to these vehicles is the Republic AT-TE. Therefore, the four droid vehicles must gang up on the clone walker and take it out. Luckily it moves quite slowly, so even when it later respawns at the southern end of the battlefield, it takes some time to get back in action. The droids really have the advantage when it comes to initial locations. All of their command posts are easy to defend, allowing them to concentrate on the offensive. The first targets are #4 and #5. Once these are under the control of the CIS, the Republic is driven back to the two southern command posts. Both are pretty tough spots from which to begin an advance, because they are surrounded by open ground, and the droids take out any clones that try to cross this deadly terrain. Command Post #7 is not too difficult for a group of droids to take. Once they do this, it is just a matter of time until the clone reinforcement points run out and the battle is a CIS win.

Don't forget to use the Geonosian turrets. All are well-positioned to engage the advancing clones.



other types of battle

Capture the Flag

You can play a two-flag Capture the Flag game on Geonosis. The two flag zones are at Command Posts #2 and #6. That means there is a lot of open ground to cover to get from one flag zone to the other.



During this game, you can use vehicles to help get to the flag and then to carry the flag back to your zone. The Republic IFT-X hover tank is especially good in this role.

Hunt

The Republic can also face off against the native Geonosians during a Hunt game. During the set time, each team must try to kill more of the other.

The Republic is limited to clone sharpshooters. The key is to move south from the spawn point and take cover behind the low rocks. Engage the Geonosians at long range and move if you start taking fire.



The Geonosian sonic blasters don't have the range of the sharpshooters' sniper rifles. However, the Geonosians can fly and should use this to their advantage, making it more difficult for the enemy to hit them as they move in closer for the kill.



Tactics

Anti-Armor

Vehicles play a major role in this battle. Because the battlefield is mainly open terrain, their long-range weaponry can dominate the scene. Therefore it's important to know how best to destroy your enemy's vehicles. The key is getting critical hits. Most vehicles have a vulnerable spot. The spider walker's spot is the area where the legs connect to the central sphere. A couple of hits here with the AT-TE's particle cannon will drop the spider walker to the ground. The hailfire droid's weak spot is the area under the cockpit.



While the AT-TE can take a lot of punishment, it too has a vulnerability. Aim for the cylindrical area along the bottom of the body. An assault droid can take one out if it can get in close enough to avoid the walker's guns.

TESTER'S TIP

Tester: Julian James

Remember weapon-overheat thresholds. Use short bursts of shots in order to avoid overheating.



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

HOTH

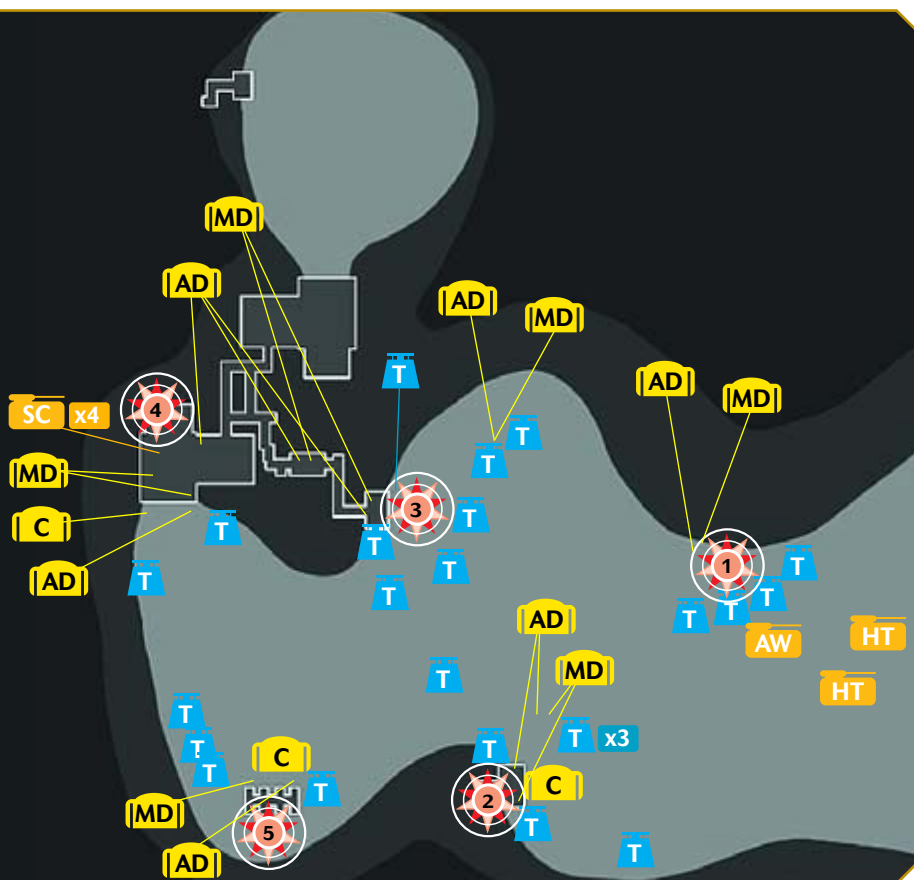
HOTH

Hoth is the sixth planet in the remote system of the same name. Despite a landscape of constant snow and ice, it has a number of indigenous life forms, including the wampa ice creature and the tauntaun. Hoth's daytime temperatures are bearable for properly equipped explorers, but the nights are too hostile even for the native creatures. Hoth's remote location and icy surface make the planet an attractive base of operations for smugglers and other groups with something to hide, yet offer little in natural defenses against massive planetary assaults.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



NOTE

Those who have played *Star Wars Battlefront* will recognize the Hoth battlefront. It is very similar to the previous release. However, there are some changes. For example, the Imperials have a second command post at the beginning and the Rebel control room is no longer a command post. These changes require the Rebels to be more aggressive at the beginning of the battle rather than just waiting for the attack to come to them.

command posts



##1

This command post can be tough to defend because it's out in the open. However, use the trenches and turrets to fend off the Rebels.



Initial Control: Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AT-ST	1
Anti-Infantry Laser Battery	2
Anti-Vehicle Laser Cannon	2
Ammo Droid	2
Medical Droid	1

Situated at the base of a large hill to the east, Command Post #1 gives the Imperial forces a series of trenches and turrets overlooking the AT-AT spawn points. An AT-ST also spawns at this position. The Empire needs to defend this position, which is pretty much out in the open. The anti-infantry turrets are the most useful for engaging attacking enemy troops. The anti-vehicle turrets are really not necessary because they're not very effective against the Rebels' only vehicles—snowspeeders and tauntauns. The trenches provide troops with protection as they fire at enemies attacking either the command post or the AT-ATs. The hill to the north also makes a good defensive position. Place some scouts on this hill to snipe incoming attackers. Holding this location is important for protecting the AT-AT spawn points to the southeast. If the Rebels take this command post, they can use the turrets to attack at AT-ATs as soon as they spawn. Therefore, the Imperials may want to destroy the anti-vehicle laser cannons in advance because they have little use for them.

Snowtroopers are the best for defending this command post because the Rebels have only infantry with which to attack and take control of it.



The AT-ST that spawns here is useful for escorting the AT-ATs as well as for leading an assault on enemy positions.



NOTE

The two AT-AT spawn points to the south are not linked to Command Post #1. The AT-ATs continually spawn there throughout the battle no matter who controls Command Post #1.



#2

The bunker at this command post makes it easier for the Imperials to defend it.



Initial Control: Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Anti-Infantry Laser Battery	4
Anti-Vehicle Laser Cannon	3
Medical Droid	2
Ammo Droid	2

This is the second command post controlled by the Galactic Empire at the beginning of the battle. This location is also important to hold to help protect the AT-ATs. With seven turrets, this can give the Rebels a lot of firepower if it falls into their hands. However, this time the turrets are much more useful. The Imperials can use the anti-vehicle laser cannons to destroy the Rebel turrets at Command Post #3, making advances on that location much easier. Troops can use the trenches for cover against Rebel fire. Also, the command post is located inside a bunker, providing defenders with some protection. It's a good idea to mine the bunker to take out any eager Rebel who rushes in to take control of it. Use the turrets to fire at Rebels attacking this command post or the AT-ATs.



Use the turrets at Command Post #2 to destroy the turrets guarding the Rebel command posts.



Troops from this location can also help escort the AT-ATs and engage any enemy that gets too close.

#3

This command post is vital to the Rebel defenses and must be held.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Anti-Infantry Laser Battery	4
Anti-Vehicle Laser Cannon	3
Ammo Droid	2
Medical Droid	2

This command post is almost exactly the same as Command Post #2. The bunker with the turrets gives the Rebels the same protection and firepower. Command Post #3 is the Rebel front line. A large hill to the east protects this position from an early assault by the Imperial walkers, giving defenders more time establish defenses. However, Imperial infantry are likely to attack this command post by traversing the same hill to the east—Command Post #1 is on the other side. Use the anti-infantry cannons to blast enemy troops, and occupy the eastern trenches to deny the attackers any cover. Turn the turrets on the walkers as they move within range, and use them to support attacks against Command Post #2. If this location comes under heavy assault, take cover inside the bunker and hold back infantry attacks. Turning this command post over to the Imperials gives them a direct path to Command Post #4 via the tunnel system that can be accessed from inside the bunker.

The Imperials try to take this command post as quickly as possible. Use the anti-infantry laser batteries to take them out.



As the AT-ATs approach, the anti-vehicle laser cannons are vital to the Rebel defense. Use them to attack the Imperial walkers.



NOTE

The tunnel leading from Command Post #3 to Command Post #4 contains a control room in the middle. Here you can find an ammo droid as well as a medical droid.

#4

Command Post #4 is the Rebel's Echo Base and has the hangar with the four snowspeeders.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Tauntaun	1
Snowspeeder	4
Anti-Vehicle Laser Cannon	2
Ammo Droid	2
Medical Droid	2

Holding this command post is key to a Rebel victory because it spawns the four snowspeeders needed to confront the AT-AT threat. The command post is deep within the hangar, surrounded by the snowspeeder spawn points, a few droids, and a very familiar Corellian transport. These objects provide plenty of cover for defenders, as does the auxiliary hangar to the west. The hangar can be infiltrated through the main hangar entrance to the south or through the western tunnel leading to Command Post #3. The hangar also boasts some external defenses in the form of two anti-vehicle laser cannons, useful for protecting Command Post #5 to the south.

The snowspeeders are vital for taking out the Imperial AT-ATs, which are essentially walking command posts.



The Bothan spy is great for defending this vital command post. His stealth ability lets him hide, invisible to enemy units. Then as they approach the command post to capture it, you can incinerate the unsuspecting enemy.



HOTH

#5

The shield generators at this command post must be defended.



Initial Control: Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Tauntaun	1
Anti-Infantry Laser Battery	2
Anti-Vehicle Laser Cannon	2
Ammo Droid	1
Medical Droid	1

This command post can't be captured by the Empire. It also does not count as a command post for the sake of reinforcement points. Therefore, this is essentially a spawn point for the Rebel Alliance. However, it can be destroyed and cause the Rebels to lose a spot from which to enter the battle. The hill to the west provides some protection, but expect Imperial troops to come at this location from Command Post #2. The turrets here are useful not only for defending this location, but also for engaging enemies attacking the other two initial Rebel command posts.



Keep the turrets at this command post in good condition because you need them to engage the Imperial walkers.

The Imperials should send the AT-ATs to destroy the shield generator right from the start of the battle.



Heroes

Heroes by Army

Faction	Hero
Galactic Empire	Darth Vader
Rebel Alliance	Luke Skywalker (Pilot)



Luke Skywalker can quickly take out enemy troops in the open, or rush in to clear out and capture command posts.



Darth Vader's Force choke ability allows him to kill enemies from a distance. Use him to clear the way for the rest of the Imperial troops.



Rebel Alliance strategy

An Alliance victory largely depends on the skill and persistence of the Rebel smugglers flying snowspeeders as they deal with the AT-AT threat. Taking out the AT-ATs quickly not only deprives the Imperials of two awesome weapons platforms, but it also wipes two of their spawn points off the map. Begin by assembling your team's best pilots at Command Post #4 and getting the snowspeeders into the air. Focus the rest of your resources at the Command Posts #3 and #5, manning the turrets to weaken the AT-ATs and AT-ST. Instead of blasting away at the AT-ATs' armor with the snowspeeders, use the tow cables to entangle their legs. A skilled pilot and gunner crew can cripple an AT-AT within a matter of seconds. Unfortunately the AT-ATs can't be taken out of the battle completely, so continually patrol their spawn point and wrap their legs with tow cables as soon as they appear. It's important to take out the two AT-ATs before they can get close enough to begin bombarding the shield generators.

While this is going on, you need to be assaulting the Imperial command posts. Command Post #1 is easier to capture because it's out in the open. Send troops over the hill from Command Post #3 and attack it from behind. Once it's under your control, man the turrets and use them to fire on the AT-ATs and the enemy at Command Post #2. This also prevents an AT-ST from spawning at this location and denies it to the enemy. By this time, the enemy's reinforcement points should be ticking down. However, you can't let up yet. Keep Command Post #3 well-guarded because it's the key to defending Command Post #4 and the snowspeeders that spawn there. From this point on, it's best to go on the defensive. While you can try to go for Command Post #2, it often requires you to take away from your defenders, who are already spread out among four command posts.

The Rebels' focus is to defend against the walkers. Use Rebel vanguards and turrets to hit them from the ground.



The snowspeeders are the Rebels' only attack vehicles. Get them up in the air at the start and use them to attack the AT-ATs as well as strafe enemy troops.



The tauntauns are a quick way for Rebel troops to get into the battle. While troops riding them cannot shoot, they move fast when using the sprint ability. Ride toward the walkers or enemy command posts.

Galactic Empire strategy

Walkers are the Imperials' main source of firepower in this battle. Even the AT-ST can be useful as an escort and for assaulting bases. Its particle cannon can take out turrets in just a couple shots.



While the AT-ATs seem to be the Imperials' main threat to the Rebels, you can actually do well without them as your main attack force. Instead, they are important to tying up the Rebels as they try to destroy these two giant walkers. Direct the AT-ATs toward the shield generator to destroy it and eliminate a rebel command post.



The AT-ATs' main target is the shield generators. Their massive particle cannons are about the only weapon that can cause enough damage to destroy this structure. However, these same cannons can decimate

Rebel turrets and troops along the way. It takes only one hit from an AT-AT's particle cannon to reduce a turret to smoking debris.

It is important for the Imperials to defend their two initial command posts. The loss of one means not only that reinforcement points start ticking away, but also that the Rebels have a position from which they can fire on the other command post as well as your AT-ATs. Keep a few troops at #2 to defend it and to use the northern anti-vehicle laser cannon to take out the Rebel turrets at all three of their command posts. Meanwhile, send your main attack force, supplemented by the AT-ST, toward Command Post #3. Head up and over the hill to the west to hit the enemy from the east. By the time they get there, most of the turrets should have been neutralized.

Controlling this command post allows you to support Command Post #2 against attack, and it provides access to the Rebel hangar at Command Post #4. Send a force of troops through the tunnels to assault this position from the rear. Expect to run into Rebels coming to try to retake Command Post #3 through the tunnels as well. Once you take control of #4, you deny the Rebels the use of their snowspeeders. Plus, if you held on to your initial command posts, the timer to the end of the battle begins ticking away.

It's important for the Imperials to realize that the shield generator at Command Post #5, and the command post itself, is not a target. Because you cannot take control of the command post or convert it into your own spawn point, don't waste resources attacking it other than destroying the turrets. However, it remains a thorn in your side as Rebels can constantly spawn there throughout the battle.



Imperial troops also need to be attacking command posts. Command Post #3 should be the initial target.



The tunnel leading from Command Post #3 takes Imperials right into Command Post #4. Expect some vicious fights in the close quarters.

other types of battle

Capture the Flag

Hoth offers two additional types of battles. Capture the flag on this frozen planet has only one flag, which a team must capture, then fight their way to their own flag zone. The flag spawns in the northern hangar (near the location of Command Post #4 in the Conquest battle) with the Imperial flag zone in the southern hangar and the Rebel flag zone north of the hangar complex near the docked transport ships. What makes this a tough fight is that the only way between the flag spawn point in the hangar and the Rebel flag zone is through narrow tunnels. The Imperials have a bit of an easier time since they just have to get the flag out of the hangar and to the flag zone by the Rebel transports.



Watch out for automatic laser turrets that protect the flag zones.



The two Jedi heroes are great for Capture the Flag. A lightsaber throw in the narrow tunnels can take out several enemies at once. Just be careful not to hit your own team.

The Hunt

The other type of battle on Hoth is the Hunt. Here the Rebel troops must try to clear out the wampas from Echo Base. While the Rebels can choose from several different classes of soldiers with ranged weapons, the wampas have to rely on their massive claws to kill their enemies. However, one hit usually does the trick.

Wampas should sprint toward their enemy and then swing away with those massive claws.



The Rebel vanguard is actually a good choice for this mission. In addition to his rocket launcher taking out a wampa with a single shot, the mines are also very effective. Place them in the tunnels or along the entrance to the hangar.

Tactics

Tow-Cable Takeout

The quickest way to destroy an AT-AT is to wrap its legs with a snowspeeder's tow cable. Begin by grabbing a snowspeeder at Echo Base and make sure you have a gunner in the back to operate the tow cable.



Start your attack run by skimming the ground at high speed. Level the wings and fly along one of the AT-AT's sides, parallel to the legs. As you fly past the AT-AT, reduce throttle and slowly bank inward in an attempt to circle its legs. At this point, your rear gunner has the best chance of attaching the tow cable to one of the AT-AT's legs.



If the cable attaches, maintain your low speed and circular flight pattern. The hardest part is maintaining a constant altitude. If you fly too high (above the legs) the cable will break. If you fly too low, you'll slam into the ground. On your first pass, make sure you stay directly beneath the AT-AT's head. If you swing out too far, its guns may blast your snowspeeder out of the sky.





Keep circling the AT-AT, and try to maintain a constant altitude. The pattern with which the cable entangles the legs illustrates how level your attack is. Closely wrapped cables indicate a level flight path—

maintain this same altitude. But cables that span the height of the legs show instability—try to level out around the AT-AT's knees.



It takes three passes to complete your attack run. As soon as you pass the leg your tow cable is attached to for the third time, the tow cable automatically detaches and the AT-AT tumbles to the ground in a flaming wreck.

Alternate Walker Tactics



The anti-vehicle laser cannons also work well against the AT-ATs. However, the key is to know where to shoot. The AT-AT is vulnerable in its neck. Use a turret to either side of the walker, and aim for

the neck area. Because this area lacks the heavy armor found elsewhere, you cause much more damage. The AT-ST's weak spot is the area between the legs, right under the head.



If you can get Rebel vanguards in close, they can fire their rockets at the necks of the AT-ATs. They can also drop mines down in front. Be careful when doing this. If you drop it too close to the walker, it will detonate almost immediately and kill or damage you.

TESTER TIPS!

Tester: Eliot Cirivello

Power in numbers is the only way to win the fight in the corridors between #3 and #4. If you venture in alone, you find yourself falling victim to one of many thermal detonators or rockets that the enemy will be sure to throw at you. With a large group staying organized and close together, you have a chance of quickly thinning out the enemy presence in this choke point, and making it to the other side.



JABBA'S PALACE

JABBA'S PALACE

The expansive palace structure is very old, predating the original colonization of Tatooine by centuries. The original palace was actually a small monastery built by the mysterious B'omarr monks. The non-confrontational B'omarr let vagrants and travelers settle in their monastery. The palace eventually was rebuilt and expanded with each new tenant. The first usurper, Alkhara the great bandit, used the palace as a stronghold against the Sand People. Alkhara added the first network of dungeons and tunnels now occupied by the remnants of the B'omarr. Jabba took over the palace following the arrest of his father. The hub of the palace was Jabba's throne room, and below the main palace structure were countless dungeons where the Hutt's enemies died slow, painful deaths.



JABBA'S PALACE

LEGEND

- T** Turret
- S** Scout Vehicle
- MA** Medium Assault Vehicle
- AW** Assault Walker
- HT** Heavy Assault Transport
- SC** Special Craft
- C** Creature
- AD** Ammo Droid
- MD** Medical Droid
- CP** Command Post



command posts



This command post is where Jabba sends droids to be assigned—and punished for failures.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2
Medical Droid	2

This northern command post is located in the droid dungeon on the battlefront's lower level. Because it's near the Rebel base command post, they should have no trouble grabbing it first. The staircase to the south leads right into Jabba's throne room. Because that is often an early Imperial objective, expect enemies to come pouring down the stairs. Place mines on the stairs and hide in the shadows to ambush any attackers coming to take this command post.



This is the first command post the Rebels should take control of.

#2

The Rebel base contains a shallow pool in the center and is one of the better-lit areas in the lower level.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This Republic base is in the lower level. It takes the enemy longer to convert this command post to their side. Defend it from Command Post #1 as well as the room to the south of #2. The Rebels should hold this command post because it's important to controlling the other two lower level command posts.



This command post can be difficult for the Imperials to capture because it takes so long to convert. It's better to take all of the other command posts and then just surround #2.

#3

This command post is surrounded by cells for keeping prisoners. They also provide good places in which to hide.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This southern command post in the lower level is a dungeon. Because both teams are about the same distance from this spot, whichever one can get here first with enough firepower to hold it will win this prize. This command post is best defended from within while covering the two main entrances. If the Rebels take it, then they need to watch the corridor to the west. Two stairways lead down to this corridor from #4 and #5 respectively. Because of this access, this command post also serves as a great point from which the Rebels can assault the two upper level command posts.



Due to its relatively equal distance from both teams' bases, this command post is usually one of the first points of conflict.

#4

The command post is right in the middle of Jabba's throne room.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	2

JABBA'S PALACE

Jabba's throne room is the setting for Command Post #4. While this should be a quick grab for the Imperials, Jabba has his own defenders—Gamorrean guards. These are tough to kill; however, they only have melee weapons, so keep your distance and they can't hurt you. This area is full of surprises. Two staircases lead from this room down to the lower level. As such, this tends to be a spot of constant combat. While moving around the center of this room, watch out for the area directly in front of Jabba. Anyone walking on the trap door there will fall through. This leads down to the rancor pit. If you get too close to this large beast, it will grab you and eat you, and the rancor can't be killed. However, move past the rancor to one side or the other to find a doorway that leads out into the rest of the lower level.



The Gamorrean guards prevent the Imperials from quickly taking control of this command post without a fight.



The Imperial base is located in this wide, dark corridor.



Initial Control: Imperial/Republic

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

This upper level corridor in the west holds the Imperial base. As with the Rebel base, it takes longer for enemies to capture this command post than other ones. Enemies can approach here from either the stairway to the south or from Jabba's throne room to the east. Therefore, if you control the northern stairway and #3, there is no way for the enemy to even get to this command post.



It is best for the Imperials to use all of their troops to capture other command posts at the start of the battle rather than leaving some behind to defend this location.

Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	Boba Fett
Rebel Alliance	Luke Skywalker
Republic	Aayla Secura



Luke Skywalker can quickly clear a corridor with his lightsaber.



Boba Fett's arsenal of weapons can be a great addition to the Imperial forces. Don't forget to use his flamethrower for groups of enemies.

THE RANCOR



Be careful not to fall in the rancor pit while fighting in Jabba's throne room. If you do, stay away from the rancor. It can't be killed, and if it grabs hold of you, you're lunch.



Rebel Alliance strategy

The Rebel (and CIS) strategy relies on taking control of the lower level. These three command posts under Rebel guard will force the Imperial reinforcement points to begin counting down. To hold Command Posts #1, #2, and #3, the Rebels must guard at the stairs near #1, at the western entrance to #3, and also near the door leading from the rancor pit. Placing mines on either side of the giant beast is a great way to take out enemies trying to sneak past the rancor. With defenses in place, an assault group should head up the southern stairs leading to #4. Securing this command post makes defending much easier. Then move your troops to cover the two western entrances to this large room. For the coup de grace, send an assault group from #3 to go after #5 from the stairway to the south of this command post. You don't even have to take this command post—just lay down fire and take out enemies as they spawn. Eventually they will run out of reinforcement points and victory will be yours.



The Rebels should hold at Command Post #3 once they capture it. Any enemies approaching have to move along a long corridor without any cover.



Protect the northern stairway so the Imperials can't access the lower levels and grab Rebel-held command posts.

Galactic Empire strategy



While part of the Imperial force is going for #4, the rest should be running to capture #3 before the Rebels can get there.

The Imperials (and Republic) must begin by dominating the upper

level and getting a foothold on the lower level. The initial advance should secure both Command Posts #3 and #4. Owning these two command posts makes defense a breeze. The northern stairway and the northern entrance to #3 are the only ways the Rebels can get to you. Hold in the room just north of Command Post #3 while an assault group heads down the northern stairs to take #1 from the enemy. Then all that remains is to defend these positions against Rebel attacks until their reinforcement points run out and victory goes to the Empire.



The Imperials must push down the northern stairway into the lower levels and capture #1, thus boxing in the Rebels and leaving them with only their base at which to spawn.

JABBA'S PALACE

other types of battle

Capture the Flag

The dark corridors of Jabba's palace are an excellent location for a one-flag game of Capture the Flag. The flag spawns at Command Post #4 and must be delivered to flag zones in the lower level.

Things can get wild when lots of troops clash in a confined area. Throwing in a Jedi just makes it even more deadly.



Capture the Flag here relies on masses of troops. When the flag bearer falls, another picks it up and keeps moving. Just don't let the enemy grab the flag instead.



Tactics

Explosives in Confined Quarters

During indoor battles, troops must pass through lots of choke-points such as hallways, corridors, and stairways. Because there is little room to maneuver, explosives such as mines, detpacks, and thermal detonators are more effective here than they are on the open battlefield. Plant mines and detpacks near the entrances to command posts to help secure them. In fact, during battles like this, a lot more casualties are due to explosives than any other type.



Thermal detonators are extremely deadly in the corridors because there is nowhere to run and the walls keep even a wild throw bouncing right back near the enemy. The light created when these explosives detonate also momentarily illuminates a

dark corridor, so you can see if you need to throw another.

TESTER TIPS!

Tester: Eliot Cirivello

The opposing team may be your enemy, but Jabba's guards are your worst nightmare. If you see a Gamorrean guard barreling toward you, drop everything and either take him out or run away. Their vibro-axes are a one hit kill, even if you're playing as a hero. Make sure to keep your eyes open for them, and have a thermal detonator or two handy.

Tester: Miguel Concepcion

Study the more complex maps on single-player missions to get a leg up on multiplayer missions. *Tantive IV*, *Polis Massa*, and *Jabba's Palace* can seem like complex mazes compared to the other maps. But with complexity comes shortcuts, so proper studying will give you an edge.



KAMINO

KAMINO

A lonely world beyond the Outer Rim and just south of the Rishi Maze, Kamino is a planet of tumultuous oceans and endless storms. Mysteriously, its entry was at one time purged from the otherwise-complete Jedi Archives. Few hints of technology mark Kamino's surface, save for massive stilt-mounted cities where the austere Kaminoans reside. Floating above the vast ocean, Tipoca City is the primary operation base for Kamino's most prized export: a clone army. Though non-native pilots often have a difficult time successfully navigating through the stormy climate, Tipoca City's terrace-based structural design houses many landing pads and offers temporary residency for unexpected visitors.



L E G E N D

T

Turret

S

Scout Vehicle

MA

Medium Assault Vehicle

AW

Assault Walker

HT

Heavy Assault Transport

SC

Special Craft

C

Creature

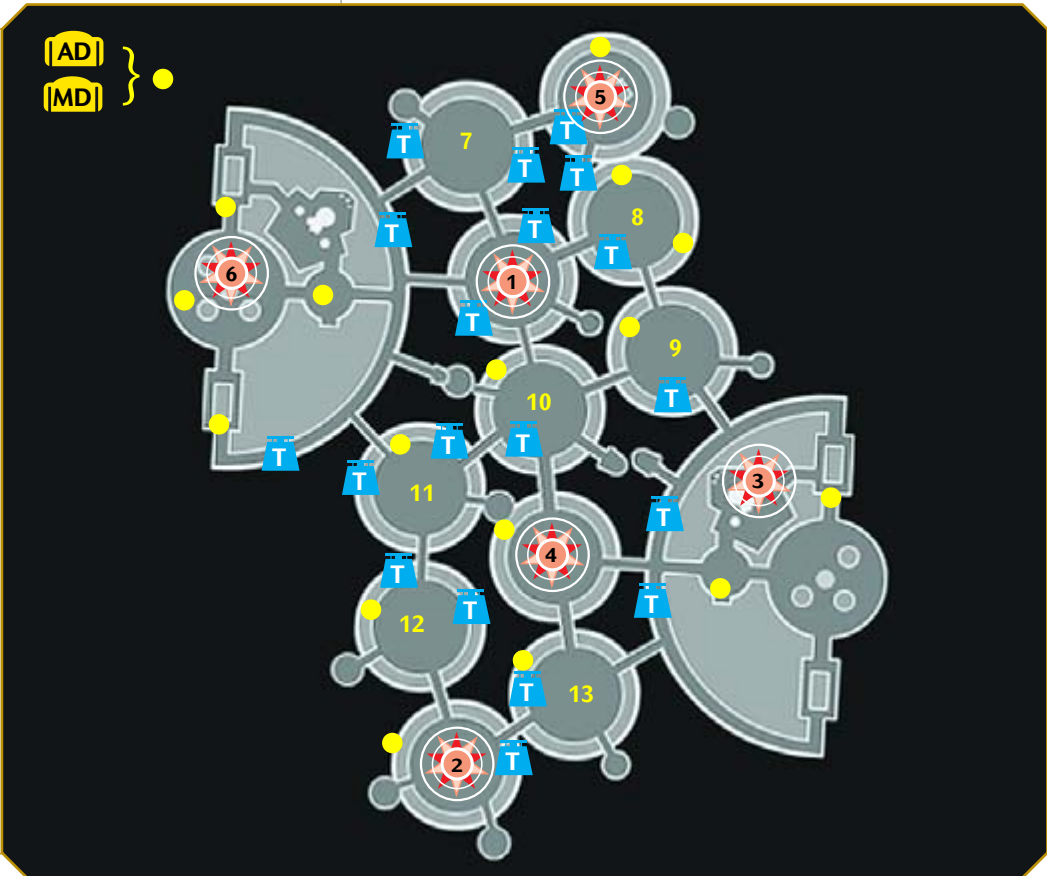
AD

Ammo Droid

MD

Medical Droid

Command Post



command posts

This command post's position makes it a great place from which to begin an assault against the enemy.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Turret	2
Ammo Droid	1
Medical Droid	1

KAMINO

This command post is the CIS' forward spawn point and where most troops should spawn at the start of the battle as they prepare to expand across the battlefield. Like all of the platforms, this one has the normal complement of support droids along with a couple turrets. This location is also important to defend because this is the only way to Command Post #5 along the platforms.



The enemy will try to take this command post in a rush from the south. Be sure to keep some troops here to defend it.

#2

While this command post is off by itself, its access to the western cloning facility makes it worth holding.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Turret	1
Ammo Droid	1
Medical Droid	1

This southernmost platform is the Republic fall-back position. Because it's at the edge of the battlefield, troops that spawn here are distant from the action. However, this serves as a good spot from which to launch an assault against enemy-held #6 because it's a straight shot to the western cloning facility from here. The small bunker off to the west allows defenders to protect this command post while having some cover from enemy fire.



If the droids can take Command Post #2, they can control the western side of the battlefield and hit the enemy from several different directions.

#3

This is not a great place to spawn unless enemies are in the building; it takes too long to get outside and into the action.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Turret	2
Ammo Droid	2
Medical Droid	2

The eastern cloning facility features spotless white hallways inside and a walkway running around the outside where two turrets help protect this command post from attacks. As long as the Republic can hold #4, the enemy must get here at the start through platform 9. While there is no turret directly across from this platform, the clones can keep a marksman near the walkway to platform 9 and even have a heavy trooper drop off a few mines.



A great way for defending this command post is in the corridors. Stand to one side in the intersections and blast enemies as they emerge into your field of fire.

#4

This is the worst platform to defend on this battlefront. The fact that it is also a command post makes it tough for the Republic at the start.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This is the Republic's forward command post, and most of the action spreads from here. The best thing the clones can do here is move north to platform 10. The sooner they can occupy this platform, the sooner they reduce the risk of droids attacking Command Post #4. Another drawback to #4 is that it doesn't have a single turret. In fact, it is the only platform without one.



The best way to defend this command post is for the clones to advance to platform 10 and hold there against droid attacks.

#5

This is one of the most important command posts in the battle. Whichever side controls it and uses it effectively will have a tremendous advantage.

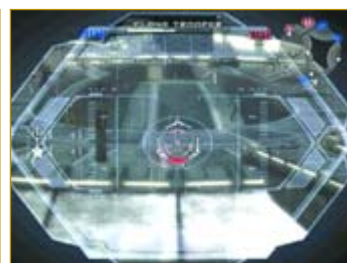


Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Turret	2
Ammo Droid	1
Medical Droid	1

The CIS main base is also the highest platform on the battlefront. The small platform that extends down to the south is excellent for snipers who can engage targets over two-thirds of the map. The turret on this extension is also useful for taking out enemies and enemy-controlled turrets at long distances. Only one walkway leads to #5, making it much easier to defend. The CIS should guard this location with a couple droid assassins, as well as a droid engineer to man the turret, repair damage, and provide the assassins with ammo so they can stay in place engaging enemy troops below.



Snipers positioned out on this extension can engage enemies at very long ranges and make it almost impossible to advance against the CIS positions in the north. It is also a great location to earn your marksman medal.

#6

This cloning facility holds a command post inside. However, the turrets along the outside walkway are almost as important to the side that controls this location.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Turret	2
Ammo Droid	4
Medical Droid	4

The western cloning facility is initially controlled by the CIS. The turrets here provide good fire support for the droids as they advance south. Plus, this command post serves as a great place for starting an assault against #2 to the south. By defending this position, you can force the Republic to advance through the middle of this battlefront, where it is the most deadly.



The Republic must take control of this command post as soon as possible to prevent the droids from flanking the clones.

Heroes

Heroes by Army

Faction	Hero
CIS	Jango Fett
Galactic Empire	Boba Fett
Rebel Alliance	Han Solo
Republic	Obi-Wan Kenobi

Obi-Wan is the only Jedi available on this map. His lightsaber works well at blocking blasts from turrets.



Both Jango Fett and Boba Fett can use their jet packs to get from platform to platform without using the walkways. Their arsenals also come in

handy for securing command posts for their teams.

Republic strategy

The Republic, as well as the Galactic Empire, should rush to secure platforms 9, 10, and 11 right at the start. These create a line, preventing the enemy from getting to the three command posts to the south. These platforms also serve as access to the three enemy-held command posts to the north. Because #1 is tough to take due to the turret fire from around it, the Republic should concentrate on the flanks. A small team of clone jet troopers can jump up to Command Post #5 from platform 9 and take control of it. This gives the Republic the high ground and allows you to fire down on the droids at #1. Another team should go after #6 at the cloning facility. This prevents the enemy from spawning here, and the turrets are great for raining down fire on the droids at #1. All that remains is to assault the final command post or just hold until the enemy's reinforcement points run out to win the battle.



couple well-thrown thermal detonators will take them out.

The Republic has to fight an uphill battle at the beginning as they advance toward the enemy command posts. However, this can be to their advantage because the turrets above them cannot depress low enough to hit them along the walkways. A



Clone jet troopers are a great asset on this battlefield. They can jump across to other platforms and are integral in taking #5 at the start of the battle. In addition, their EMP launcher is a real turret buster. The first hit will damage a turret and take out the droid inside. The second hit will destroy the turret itself. While the shot travels slower than other weapons, turrets don't move, so even long-range shots are possible.

It is easy to get disoriented on this battlefield, so check your map to get your bearings.



CIS strategy

The droids must quickly move to and hold platform 10 to keep the Rebels from expanding to the north.

This CIS strategy, as well as that for the Rebels, is to hit the enemy hard and fast. With the support of snipers and turrets at #1 and #5, the droids should rush to platform 10 and secure it. Use the turret there to support the assault on Command Post #4 and then take #2 from both the north and east simultaneously. Meanwhile, the troops at #5 can prevent the enemy from advancing along the map's eastern side. By using turrets as support, the droids should have confined the enemy to the cloning facility at Command Post #3. Now move your troops to all three entrances of this large building to prevent enemies from escaping, and move in to take the final command post and secure victory.





The magna guard's bulldog rocket launcher is actually quite effective at taking out enemy turrets and snipers. Its lock-on ability allows you to take quick aim and fire. Just be ready to follow up with a second shot if necessary.



When capturing enemy command posts, it's important to then hold them against counterattack by the enemy. Once the command post is yours, switch to a droideka and then activate your shields. This usually allows you to hold the

location until teammates can spawn to give you assistance.

other types of battle

Capture the Flag

Kamino's open terrain and limited maneuverability make for an intense game of Capture the Flag. The flag spawns on platform 10, and the flag zones are in the cloning facilities.

The narrow walkways are very dangerous for flag carriers because there is little room to maneuver away from enemy fire, and you must cross them to get to the flag zone. Units with jet packs can't fly while carrying the flag, so don't run off the edge of a platform and expect to fly across to another platform. You'll only fall to your death.



Obi-Wan is not only a great flag carrier, he is also useful for clearing walkways for the Republic flag carrier.

Tactics

Turret Support Fire

With 19 turrets, Kamino has a lot of firepower. The team that uses it best will gain a victory. While turret fire does require you to lead the target, the limited maneuverability along the walkways allows you to predict where the target will be by the time the laser blast arrives.



Don't forget to use the zoom function on the turrets. This essentially turns them into sniper rifles. Use turrets to attack not only enemy troops, but also enemy-controlled turrets. While turrets won't win a battle by themselves, they can thin down the enemies or at least keep them moving, making it easier for your troops to capture command posts and also slow down enemy advances.



Because turrets are so important to this battlefront, it's vital that you know how to take them out. While explosives work well, so do careful shots with a blaster. Aim for the gunner's head, which is exposed above the shield. Taking out the gunner not only stops the turret from firing, it also allows for you to capture it. Turret gunners are also sitting ducks for snipers.

turret from firing, it also allows for you to capture it. Turret gunners are also sitting ducks for snipers.

TESTER TIPS!

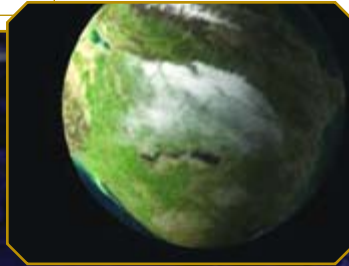
Tester: Eliot Cirivello

The harsh environment and perpetual night of the Kamino landing platforms can make spotting your enemy difficult until it's too late and you're under fire. Your auto-targeting system can often see the enemy before you can, so be sure to use it. It points out the closest enemy with a big red X that allows you to track them even in this dark, grey, wet environment.

KASHYYYK

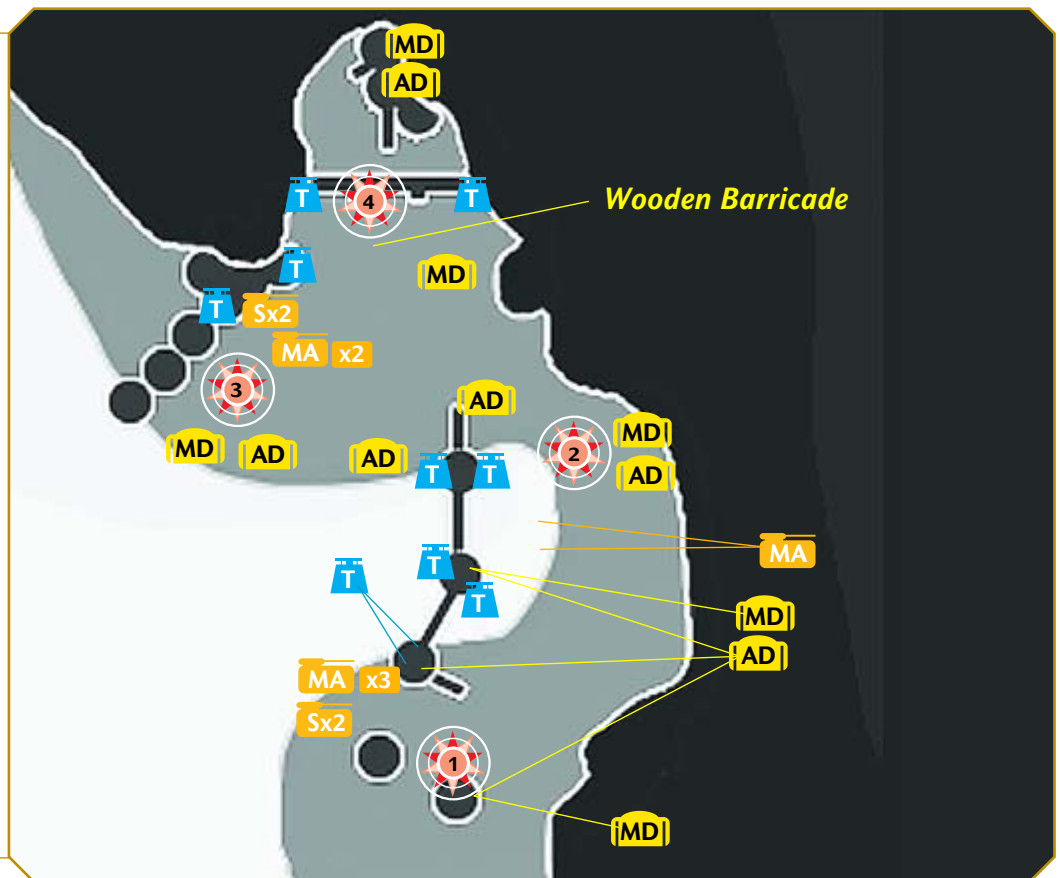
KASHYYYK

Kashyyyk is a lush world teeming with immense forests standing kilometers tall. The planet has several horizontal levels of ecology throughout the trees, with the Wookiees occupying the uppermost level and each lower level increasing in hostile danger. The mighty wroshyr trees have limbs so thickly intertwined that the Wookiees have perched entire cities in the natural cradle they form. Wookiee architecture utilizes many narrow catwalks and ladders that connect the large huts and platforms aiding in the defense of Wookiee cities.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



While it does not look like much, every control point is important in a battle with only four of these locations.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Droid Tread Tank	3
STAP	2
Ammo Droid	1
Medical Droid	1

The main CIS base is in the map's southeast corner. While it is at a distance from the enemy, the five vehicles that spawn nearby make this post important to defend against a quick raid by the clones. The command post itself is partially surrounded by rocks, providing defenders with some cover while engaging approaching enemies.



If the droids aren't careful to defend this command post, the clones will be happy to take it off their hands.



The three droid tread tanks represent an armored assault just waiting to race across the water and hit the Wookiee beach.

#2

This command post is the droids' front line spawn point. Launch infantry assaults from here against the enemy.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Droid Tread Tank	2
Ammo Droid	1
Medical Droid	1

The droids' forward command post spawns a couple of tanks. Because this is the closest spawn point to the enemy command posts, this is where most of the droid infantry should start off and respawn if they are going in on foot or want to use one of the nearby tanks. Because there are only four command posts on the map, it is important to defend this one. Like #1, this command post also is partially surrounded by rocks, providing some cover.



Engineer droids can construct beam cannon turrets along the elevated structure over the water. Use them for attacking enemy infantry. The existing concussion cannon turrets are best used against vehicles. Because the concussion projectiles fall as they fly through the air, you have to aim high when shooting at distant targets.

#3

The Republic must hold this beach command post or they will have a tough time winning.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
IFT-X Hover Tank	2
BARC Speeder	2
Turrets	2
Ammo Droid	1
Medical Droid	1

This command post is the Wookiee beach and is a vital part of their defenses. While this position is pretty exposed on the sand, a few low walls provide cover. In addition, there are turrets on the elevated structure to the west. Hold this location for the vehicles that spawn here. The BARC speeders give the clones a quick way to get to the enemy command posts and take them in lightning raids. The hover tanks are also excellent for taking out the enemy vehicles, even though they are outnumbered five to two. If this command post falls, the Republic loses access to these vehicles. The hover tanks are best used to defend this position.

When spawning at #3, you often find yourself on the elevated structure to the west. At the start of the battle, the clones should move down to defend the beach.



KASHYYYK

The hover tanks are an important factor in defending the beach. Their firepower can decimate the enemy tanks if used effectively. As long as at least one hover tank stays near the command post, along with some infantry support, the enemy will have a very difficult time taking control of this location.



To get to the seawall, the droids must first destroy the wooden barricade. Use turrets and tanks for this job.



#4

The seawall helps keep this command post safe from enemy assaults.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Turret	2
Ammo Droid	1
Medical Droid	1

The Republic base is located behind the protection of the seawall. A wooden barricade to the south provides further protection. However, tank and turret fire usually take the barricade down fairly early in the battle. Only infantry can move through the two small entrances in the seawall until the winch has been destroyed. It's located on the inside of the wall, and once it's destroyed, a large gate opens, allowing vehicles access to the command post. Expect the enemy to rush in with explosives and rocket launchers to take out the winch. As long as you can keep the gate shut, it's difficult for the enemy to take control of this command post. The top of the seawall has several great positions that provide cover for snipers and heavy troops and allow for great shots on the enemy crossing the beach below.

The shooting positions on the top of the seawall allow defenders to fire down on attackers below. Also, man the two concussion cannon turrets and engage enemy tanks and infantry.



Heroes

Heroes by Army

Faction	Hero
CIS	Jango Fett
Galactic Empire	Boba Fett
Rebel Alliance	Chewbacca
Republic	Yoda

Yoda is a great friend of the Wookiees and will fight hard to defend their planet. Though he can't throw his lightsaber, Yoda's Force pull ability brings enemies up close where he can dispatch them with the Jedi weapon.



Jango Fett's jet pack allows him to jump up and over the seawall. Then he can turn his wrist rockets on the gate winch to create an opening for the droids' tread tanks to rush in and take Command Post #4.

KASHYYYK

Republic strategy

The Republic and Rebels must be sure to hold at Command Post #3. This is vital to the security of the base and provides the necessary vehicles. At least one of the hover tanks should stay around #3 and defend it. Load it up with a couple engineers who can repair it as needed, and strafe back and forth along the beach, targeting enemy tanks and infantry. The battle will be long and hard if you just stay on defense. Try to capture at least one of the enemy command posts. Post #1 is usually the least defended. Send a couple of clone troopers on the BARC speeders to quickly grab it and hold it. Additional troops can spawn there to help defend it. Now the enemy's remaining command post is located between yours. Take control of the elevated structure above the water and you will have an excellent position from which to fire down on the enemy around Command Post #2. Controlling this structure also keeps the enemy from using the turrets to attack the beach area. With the fire support of the turrets, you can then assault #2 from the west and south, and take it to win the battle.



Put the hover tanks into action right at the start. Their firepower is effective against enemy tanks and infantry. Fire at the droid tread tanks' weak spot—the rear wheel.



Make preemptive strikes against the enemy tanks. It is much easier to get critical hits against vehicles that are unmanned and motionless.



The clones must send out raids against the enemy command posts and capture them if they want to win the battle.

CIS strategy

The droids have to capture Command Post #3 as quickly as possible to confine the enemy to the base behind the seawall.



The CIS and Imperials must take Command Post #3. That is the primary objective at the beginning of the battle. Use all five tanks to rush against the enemy defenders. Send engineers up into the structure over the water to build and man turrets that can then fire on the clone and Wookiee defenders. The tanks should all target the enemy hover tanks because they represent the largest threat. Also take out the wooden barricade. Once the beach is yours, you have not only eliminated enemy vehicles from spawning, you also have a spawn point right on the enemy's front door. While blasting any enemies that emerge from behind the seawall, send in groups of troops to destroy the winch so you can open the seawall's gate. Once this gate is breached, move in some tanks and infantry to secure the final command post and earn a victory.



Droid tread tanks work best in groups during this battle where they can concentrate their fire on a single enemy tank and support one another against infantry who try to attack from the flanks and rear.



Knock out the enemy turrets on the seawall with rockets or tank fire. The sooner they are silenced, the fewer casualties you will take on the beach.

other types of battles tactics

Capture the Flag

For Capture the Flag games on Kashyyyk, there are two flags. The flag zones are located at Command Posts #1 and #4.



Because you have to carry the flag across the beach, where you are exposed to enemy fire, be sure to bring along some friends who can pick up the flag if you go down.

Looking to earn a medal for kills with your weapon? Take out an enemy flag carrier out in the open, and then pick off all of the enemy troops who try to pick it up and carry it back to their base. Let them pick up the flag first, so the timer on the flag starts over.



Hunt

This Hunt game pits the native Wookiees of Kashyyyk against the CIS magna droids. Each side has some serious firepower.

The magna droids should try to position themselves on the elevated structure over the water. From here their rocket launchers can home in and take out Wookiees with a single shot.



When playing as a Wookiee, keep moving so the rockets have a hard time homing in on you. Also hold down the fire button to charge up the bowcaster so that you cause more damage.



Lightning Raids



When the enemy has a command post at a distance from the action, a fast attack is often more effective than a heavy assault. Clone troopers can speed across the water, bypassing the fighting, and race to Command Post #1.



Once at the command post, jump off the speeder and eliminate any enemy defenders. Then while standing in the control zone, so you can start converting the post to your side, keep turning around to engage any enemies who spawn

here or arrive to try and take it. Once the command post is yours, teammates should then spawn there to help you defend it.

TESTER TIPS!

Tester: Miguel Concepcion

The northern most command post area in Kashyyyk might be small, but it's loaded with hiding places. This is ideal if you've taken over the command post and you want to discreetly protect it with a sniper.

Tester: Maccabee Shelley

Take a vehicle and have a buddy stand on the outside of it; use the increased firepower and mobility of the vehicle to take command posts.

MOS EISLEY

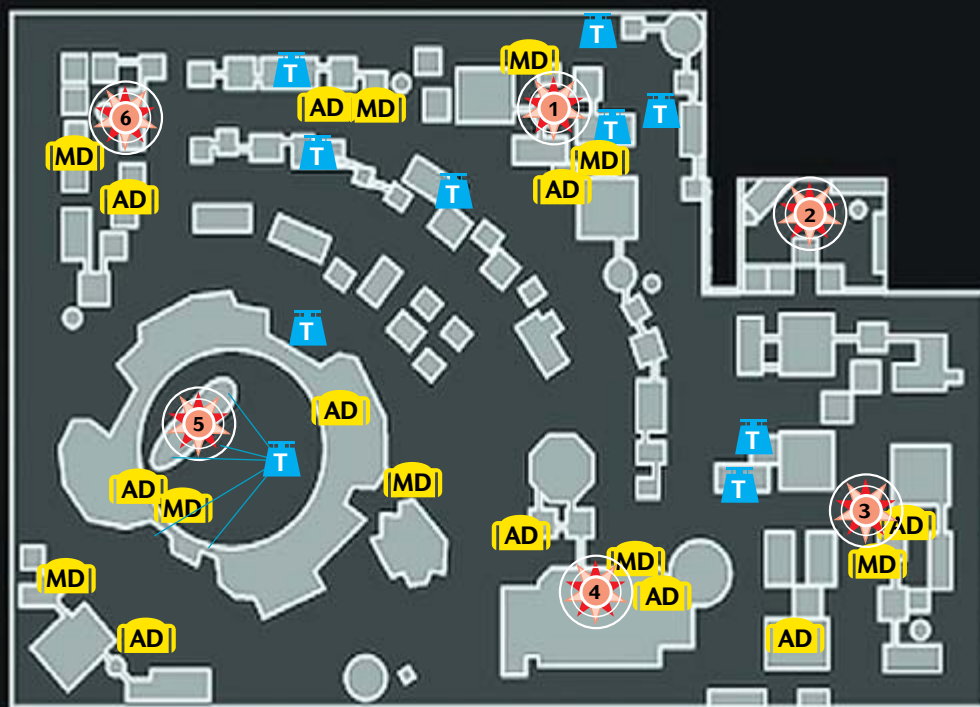
Tatooine is an Outer Rim world of seemingly endless desert, cooked by the intense energy of twin yellow suns. Rocky mesas, canyons, and arroyos break up the monotony of shifting dunes. The days are hot and the nights are frigid. Yet life persists on Tatooine, with a mixture of hard-working locals attempting to extract a living from the unforgiving environment and transients visiting the world for illegal ventures. Controlled by the Hutts and their shady operations, Tatooine's few port cities such as Mos Eisley attract mainly spacers, bounty hunters, thieves, and other malcontents. Anyone attempting to gain control of Mos Eisley will be faced with a wretched hive of scum and villainy lurking in the city streets, looking to profit from someone else's demise.



Anyone attempting to gain control of Mos Eisley will be faced with a wretched hive of scum and villainy lurking in the city streets, looking to profit from someone else's demise.

LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



This command post is on this street corner to the north.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
Laser Turret	3
Ammo Droid	1
Medical Droid	1

MOS EISLEY

Of the three Imperial command posts held at the beginning of the battle, Command Post #1 is definitely their stronghold. Three turrets covering all possible avenues of attack defend this position. The turret to the north covers the northern street, and is capable of hitting incoming attacks from #6. The southern turret covers the street leading to #4. A third turret sits on the nearby rooftop, just south of the command post. From this elevated position, gunners can fire down on attackers to the south and west. It's also capable of engaging the rooftop turrets near #3. For the Rebels, capturing this command post relies heavily on taking out these turrets and preventing them from being reconstructed. Only then is it safe for infantry to move out and capture this position.



On the rooftop just south of the command post, this turret can back up the other two, covering all surrounding areas. Keep an eye on the rooftop turrets near #3. If they fall into enemy hands, they pose a serious threat to #1.

#2

Located in a cramped courtyard, this command post is best defended by flanking the two entrances on the southern side.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
Laser Turret	2
Ammo Droid	1
Medical Droid	1

Located between Command Posts #1 and #3, this command post is a no-frills position offering no assets at all. Because no droids are nearby, engineers should take up residence here to help heal and re-supply the defenders. The good news is that the courtyard surrounding the command post can be accessed only via the two entrances to the south. Position defenders on the flanks of these two entrances to surprise any attackers rushing in. Placing mines around blind corners is also a good way to keep the attackers out.

This location is somewhat confined.

Therefore, defending by the command post is not recommended. Instead, try covering the two entrances from the street where you have more room to maneuver. Then fall back into the courtyard as needed.



#3

Its close proximity to #4 makes this command post a ripe target for Rebel attackers at the beginning of the battle. Spawn plenty of defenders here to hold this position.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
Laser Turret	2
Ammo Droid	1
Medical Droid	1

This is another courtyard-based command post lying along map's the eastern edge. It can be accessed from the streets to the east or west. Because this post is so close to #4, early attacks are likely to be staged from the west. The command post has no defensive features, but there are two rooftop turrets to the west. Defending engineers should reach these turrets quickly and construct them to hold back attacks from the cantina area. The command post itself can be defended by infantry from the courtyard's own rooftops. Use the elevation to rain down blaster fire and thermal detonators on incoming attackers.

The Rebels need to capture and hold this command post quickly to secure the southern part of the battlefield.



#4

The cantina's bar provides cover and concealment for defenders. Try crouching along the southern side of the bar to cover the eastern entrance.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

Held by the Rebels at the start of the battle, this command post in the cantina is likely to see heavy fighting inside and out. Fortunately for the defenders, the command post can be converted only from the interior. This makes locking down the area much easier, as there are only two entrances. Imperial forces are likely to attack the eastern entrance, particularly in the early moments of the battle. But cover the western entrance, too. Toss some mines around the entrances and the command post itself to reinforce this position.

Hide in the alcoves where the booths are, along the sides of this area, to defend the cantina.



#5

The command post in the hangar sits on a skiff parked inside.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	3
Barge Lasers	3
Ammo Droid	2
Medical Droid	1

The hangar containing Command Post #5 is the most defensible Rebel-held position at the battle's outset. The command post is actually located on a large skiff inside the hangar and can be accessed only via a scaffolding on the vehicle's north-west side. This makes the command post easy to defend and hard to convert—unless a dark trooper captures it from the air. The outside of the building is protected by three turrets: one to the north and two to the south. Engineers should construct these quickly to prevent early rush attacks. But it might be wise to booby-trap these turrets too, to prevent them from being turned on the defenders. Simply place a mine in each turret and if an enemy tries to occupy it, the mine will go off, killing the attacker and destroying the turret. Mines are also useful for keeping attackers at bay inside the hangar. Place a

few on the scaffolding leading up to the skiff as well as around the two entrances.



The skiff is equipped with three lasers too, all facing east. Use these to cover both entrances.

#6

The command post is in this cramped little courtyard.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

In the map's northwest corner, this command post sits in a small courtyard surrounded by small buildings and low walls. The area can be accessed from both the east and the west, but attackers can easily jump over the small walls to the north too. Defend this command post from a small nook on the southern end of the courtyard. From here defenders can see anyone who attempts to infiltrate the courtyard without worrying about watching their backs. The command post has no nearby turrets, but if Rebel smugglers or engineers move out quickly, they can claim two rooftop turrets to the east. These are both useful for repelling attacks from #1.

MOS EISLEY



Stay by the command post while defending this location. All attacks then have to come from the north, allowing you to focus on only one direction.

Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	Boba Fett
Rebel Alliance	Han Solo
Republic	Obi-Wan Kenobi



Han Solo is great for picking off enemies with his pistol. He can also be used to construct or repair turrets.

NOTE

The Jawas aren't linked to any particular command post. They spawn all over the map throughout the battle. Because they don't pose a serious threat to either side, don't worry about shooting them.

Rebel Alliance strategy

Considering that the Rebels need to capture only one command post to impose a reinforcement drain on Imperial forces, #3 is the best place to start. Begin by spawning an assault force at #4 while the rest of the command posts are reinforced with other troops. Send your attack force along the southernmost street running along the map's perimeter. At the southeast corner, head north and attack #3 from its eastern entrance. You're less likely to face resistance from this direction. Take to the rooftop and capture the command post while bracing for a counterattack.

If you held the other three command posts and captured #3, the Imperial reinforcements begin draining away. To fortify your position at #3, consider attacking Command Post #2 to the north. Capturing this command post limits the Imperials to #1 while strengthening your hold on #3 and #4. With five command posts captured, hold back from attacking #1 and

defend your current assets. The Empire may try aerial assaults using their dark troopers, so be ready for attacks at all Rebel-held command posts.

This level often seems like a western gunfight, as much of the combat is up close along the narrow roads and alleys.



The Imperials have the advantage of turrets near some of their command posts. The turrets on the rooftops can be the toughest to neutralize. Climb partway up the stairs and aim for the gunner's head.

Galactic empire strategy

The Empire may not start with the strongest command posts on the map, but their dark troopers allow them to perform aerial assaults, giving them the element of surprise and tremendous tactical versatility. Start by holding tight at #1 and #3 by constructing turrets and taking to the rooftops. Meanwhile, assemble an assault force of dark troopers at #1 and stage an assault on Command Post #6 to the west. It takes a couple of jumps to reach this position, but you should be able to drop directly in the courtyard. Once inside, blast all the defenders at close range and lock down all the entrances to prevent a counterattack. Once the command post is captured, hunt down any stragglers around the perimeter.

When #6 is taken, assemble a second squad of dark troopers at #3. Use them to attack #4's eastern entrance while the squad at #6 attacks from the west. If coordinated, your two squads should have no problem storming the cantina and capturing the command post. Just watch out for friendly fire when hitting the bar from both ends. This leaves the Rebels with #5 at the hangar. Because it's a tough nut to crack, stick to the perimeter and lay siege to the circular building. Turn its northern turret inward and blast any Rebels who try to escape. Meanwhile, cover the southern entrance from a distance, squeezing it from the east and west. Because they lack aerial units, the Rebels can't stage a break-out attack, so relax your density around your most distant command posts and converge on #5 until the Rebel reinforcements are completely drained.

The Imperials must head toward #6 to secure the northern part of the battlefield.



other types of battle

Capture the Flag

This Capture the Flag game has two flags, with the flag zones in the northwest and southeast.



Turrets cover many of the main routes between the flag zones. Build and man turrets to cover your team and take out the enemies.

Hunt

In Mos Eisley, the Tusken Raiders take on the Jawas. While it may seem one-sided at the start, it is actually a pretty fair fight.



The Tusken Raiders are armed with bolt-action rifles. These can fire only once before they must be reloaded. However, you can zoom in and engage Jawas at long range.

Jawas are armed with an ionization blaster that acts like a dark trooper's weapon. Charge it up and then fire when you are close to the enemy. Jawas also have fusion cutters so they can build turrets and use these against the Tusken Raiders.



Assault

While heroes are a lot of fun to play as during the other types of games, the Assault game at Mos Eisley pits these unique characters against each other. You can choose to play as either the heroes or the villains.



Princess Leia's blaster lets her take on Jedi at long range.



Play the ultimate Jedi battle with lightsabers slashing away and characters using their Force powers to defeat their enemies.

Tactics

Aerial Assault on the Hangar

The dark trooper can bypass the hangar's turrets and skiff-mounted guns by attacking from the circular rooftop. Begin by approaching the hangar from the northern side and fly up to the roof.



Use the stone wall on the left for cover while gunning down the defenders.



Toss a few thermal detonators down on the skiff to clear out any mines or defenders you can't see from this position.

When it's clear, hop down onto the skiff and drop to a crouch to convert the command post. Watch the scaffolding to the northwest for counterattacks.



TESTER TIPS!

Tester: John Arellano

During the assault game where you play only as heroes, the lightsaber throw will leave you wide open to a fast counter-attack. Instead, use Force powers (especially Force choke and Force pull) to subdue enemy heroes. This will ensure an easy kill.

Tusken units have the advantage during the hunt games. The range of their weapons is far greater than that of the Jawa's ionization blaster. Stand on top of the hangar and watch the Jawas flee.

Tester: Keith Rome

Make good use of the many small "crevices" located all over Mos Eisley. Creep inside a door or crouch underneath a half-wall. Track your enemies using your mini map; when they get close to you, make your move and ambush!

MUSTAFAR

MUSTAFAR

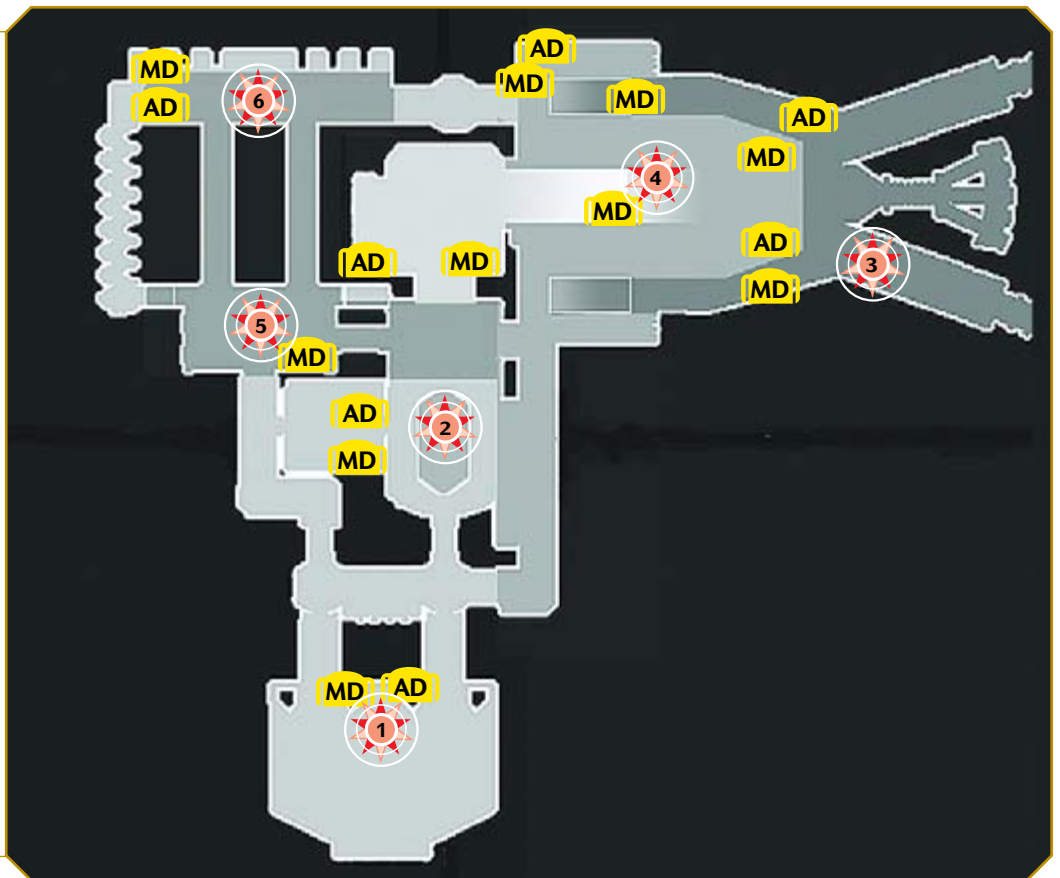
Located in the Outer Rim, the tiny planet of Mustafar is a fiery world where lava is mined like a precious natural resource. Its bleak landscape is a visual assault of jagged obsidian mountains with towering fountains of fire and lava blasting from beneath the surface. This lava also streaks the blasted landscape in huge winding rivers and plunging cataracts. Mustafar's skies are obscured by choking black clouds of ash, smoke, and tephra. The intense geological activity creates natural scanning interference that has kept prying eyes away from Mustafar for most of its history.



MUSTAFAR

LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



This command post has one of the largest open areas on the battlefield.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

Located at the southern end of the battlefield, this is essentially the Republic base because it's easiest of the initial command posts to defend. There are only two entrances, and both are to the north. Heavy troopers can drop a couple mines next to the doors to take out any enemies trying to capture this location. Because it's distant from the early action, only a defender or two should spawn here at the start while the rest of the clones spawn farther north. If either #2 or #5 fall to the enemy, this is a good spot from which to launch a counterattack because you can clear the corridors leading to this command post as you advance on the enemy-held command posts.



The CIS should try to take this command post as early in the battle as possible. Once captured, it is easier to defend than the central command posts.

#2

This control room command post is always being fought over and will change hands several times during a battle.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2
Medical Droid	2

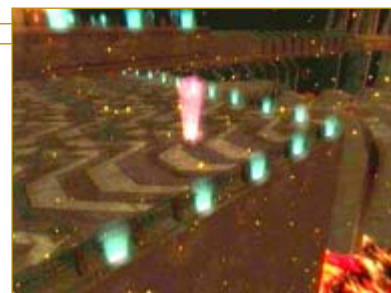
This command post is best used for the offensive because it is tough to defend with access from all four directions. From here, Republic troops can quickly move against #3 and #4, taking the fight to the enemy. The support droids are not actually located right next to this command post. Instead, one pair is in the meeting room to the west while the other pair is in the control room to the north. If you need healing or resupply, you have to leave the command post momentarily.

Due to its central location, this command post serves as a great spawn point, usually putting you right back into the action after a death.



#3

Because this command post is at the eastern end of the battlefield, it sometimes gets forgotten—especially by the defenders.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This command post is on the lower level of the eastern portion of the battlefield. It has almost direct access to #2 via an external walkway, making this a good initial spawn point for sending troops into the enemy's flank. Like some other command posts, this one is best defended by controlling other command posts as well as the external walkway. It is also one of the few places where snipers can operate effectively. From a position near the command post, a sniper can cover the entire external walkway leading toward #2.

The Republic can send some troops along the walkway to try to take this command post from the droids early in the game if the enemy is not careful to defend it.



MUSTAFAR

#4

This command post is the key to the CIS defense in the east. It also represents a threat to the Republic's central control.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	2

At least half of the CIS troops should begin the battle at this command post. From here, they can rush into the control room north of #2 and assault the Republic's central position. There are only two ways to access this location—the doorway to the west, and the ramp to the east leading toward #3. Clone jet troopers can jump up from the lower level, but if you control #3 and #6, they usually cannot get close enough to use their special ability. As long as you control the access points to this command post, you do not really need to defend it at all times. Another great position for snipers is on the arm that extends to the east. From here these troops can cover #3 and the walkway leading toward #2. Also, the enemy is usually not expecting anyone to be out on the arm.



Pour droids into the fight to take #2. When they are destroyed, respawn them at Command Post #4 to keep the pressure on the enemy.

#5

The western control room also sees intense combat over the command post here.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

This command post comes under attack from the droids at #6 right from the start of the battle. Two entrances to the north must be defended. In addition, there are also entrances to the east and south. This command post is not only used to defend, it is also perfectly situated to send troops to #2 and #6. While there is a medical droid in this room, ammo has to come from engineers or from an ammo droid located somewhere else. Mines and detpacks placed at the entrances usually get some of the enemy attackers, because they can't see them until they are adjacent and the doors open. The controls for the lava bridges to the north are also in this room.



The CIS must rush to take this command post right at the start so they control the west. From here they have quick access to both of the two remaining clone command posts.



The lava bridges leading to #5 are long and narrow. Enemies running across these bridges make great targets for defenders who can use the doorways for cover.

#6

During a fight, don't walk off the edge of these narrow walkways over the lava, or you will die a fiery death.



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

The droids control this command post in the battlefront's northwestern corner. With no cover on the narrow walkways, this location is difficult to defend by itself. However, its position near #5 makes this a great spot for the droids to begin the battle with a massive assault against the clones. Because the only way for the enemy to get to this command post is along the exposed walkways, a sniper positioned by the support droids can cause a lot of damage and defend against small groups of attackers.

Because this command post is a real thorn in the Republic's side, capture it at the start of the battle and thus eliminate attacks from the north against #5.



Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	Anakin Skywalker
Rebel Alliance	Obi-Wan Kenobi
Republic	Obi-Wan Kenobi

No matter which era you choose to play, Obi-Wan is there to fight alongside either the Republic or the Rebel Alliance.



Darth Maul lends the support of his dual lightsaber to the CIS. His lightsaber throws are deadly in the narrow corridors and walkways, taking out several enemies at once.



Republic strategy

Both the Republic and Rebels have the same strategy for winning the battle on Mustafar. Divide the initial force between Command Posts #2 and #5 with a single trooper to defend #1. Those at #5 must quickly advance on and capture #6. This shores up the north and helps secure #5 as well. While most of the troops at #2 head north into the next control room to engage enemies coming from #4, send a small group along the external walkway to try for #3. If these two attacks are successful, the droids will be down to a single command post in the first few minutes of battle. The clones can then concentrate on attacking #4 from both the east and west. Send jet troopers up from #3 to the upper level to cover the ramp leading up to #4. Then either hold the enemy at #4 until their reinforcement points dry up or rush in to end the battle by taking this final command post.

Clone troopers are the most effective for this battle. Their rapid-fire blasters are great for the close and constantly moving combat.



Don't let the enemy capture Command Post #1 because it can be tough to retake if they defend it. Instead, stop them from taking it at all. Mines near the entrances do the job against quick raids, while the heavy trooper's rocket launcher takes out any survivors.



Engineers' shotguns are actually quite effective on this battlefront. Plus engineers can repair support droids damaged in the fighting.

MUSTAFAR

CIS strategy

The droids begin the battle by rushing across the lava bridges to capture #5.



The CIS and Imperials begin with command posts that are tougher to defend than those of their enemies. Therefore, they must go on the attack immediately. One important assault is from #6 against #5. The droids must overwhelm the clones at this control room and capture the command post. This automatically secures #6 and allows the droids to begin sending troops against #2 from the west. The other main assault should come from #4 and hit #2 from the north. While this by itself will rarely take #2, it forces the clones to defend here or risk losing their central position. This gives a small raid from #3 a chance to go after Command Post #1. Follow the external walkway past the doorways to #2 and on to #1, which is often lightly defended. Once #5 is yours, send troops from the west to take the Republic's southern command post. If you have been able to hold #4, then you should have the enemy surrounded at #2. Because they must then come at you to stop their reinforcement points from ticking away, just hold at all the access points to #2 and take out enemies as they appear until the battle is over.

Once the enemy is boxed in at the central control room, cover the doorways and blast anyone who tries to get through.



Engineers can place detpacks at the entrances to #2 and then detonate them when an enemy approaches.



other types of battle

Capture the Flag

Capture the Flag on Mustafar features two flags with the flag zones near Command Posts #1 and #4.



Most of the flag carrying will be through the central control rooms or along the external walkway.

Tactics

The Lava Bridges



The lava bridges connecting Command Posts #5 and #6 can be lowered into the lava. The controls are along the northern wall of #5. When they are destroyed, the bridges drop. An engineer can repair the controls to cause the bridges to rise back into place.

Jet troopers can jump across the lava between #5 and #6 once the bridges are out, so when playing against the Republic, or the Imperials with their dark troopers, don't rely completely on the lowered bridges to secure your command post.



TESTER TIPS!

Tester: Mike Ward

The dark trooper's arc caster can be devastating to large groups of enemies. Remember to be wary of teammate positions when firing this weapon!



MYGEETO

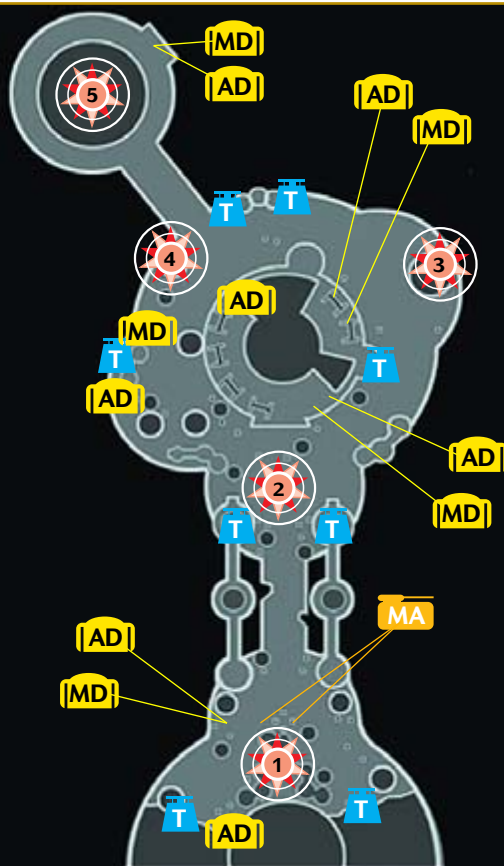
In the ancient trade language of the Muuns, Mygeeto means “gem.” It’s a fitting name for the glittering world, perennially locked in an ice age and covered in crystallized glaciation. Its internal fires have long since cooled, and the geologically dormant world has left a trove of precious stones within its crust and mantle. The enormous nova crystal deposits and fields of lasing crystals have made it one of the most valuable worlds in the galaxy. The Jedi had longed to explore the world for crystals suitable for lightsaber use, but since its discovery, Mygeeto had been firmly in the hold of the InterGalactic Banking Clan.

The few Mygeeto cities that dot the reflective planet are sunken into the crystalline surface. Drawing power by synthesizing specific crystal breeds, the cities are built around enormous capacitor towers that store and distribute energy. The cities serve to administer the crystal mines, but also are vaults for the Banking Clan’s most security-conscious clients. As home to the Confederacy’s deepest coffers, Mygeeto became a prime target during the Outer Rim Sieges.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



#1

Pylons around this command post provide cover for troops, and the elevated platforms give troops a commanding view of the area.



Initial Control: Republic Clone Army/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
IF T-X/AAC-1+	2/2
Particle Cannon Turrets	2
Ammo Droid	2
Medical Droid	1

Command Post #1 is the southernmost command post and acts as the main staging area for the Clone army. Because all of their vehicles spawn here, it's imperative to the Clone army's survival that this command post not be captured by the Separatists. The two particle cannon turrets nearby are relatively useless, because they can really only cover the area just to the north of the command post. Large pylons block the field of fire of these turrets for distant shots at enemy targets. The routes leading to Command Post #1 consist of a roadway flanked by a walkway on either side. The roadway has a large crater in the middle, through which troops can fall to their death, so be careful. The walkways are narrow at points and because there are no ledges along the steps, it's easy to walk off to your death.

The key to defending Command Post #1 is control of Command Post #2. Enemies must move past this command post to get to #1. In addition, snipers positioned on the elevated platforms around Command Post #1 can crouch behind the low walls for protection and cover the approach routes. The walkways also serve as good spots because most enemies tend to run right down the middle of the roadway, oblivious to the fire coming from the flanks.

An ammo droid and a medical droid are west of the command post. Another ammo droid is near the western turret.



This is the only spot the Republic's tanks spawn. Therefore, it is important to hold this position and deny these vehicles to the enemy.

#2

This command post is out in the open. However, there is good cover around it for defenders.



Initial Control: Republic Clone Army/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Particle Cannon Turrets	2
Ammo Droid	1
Medical Droid	1

This is the forward Republic command post. Located north of Command Post #1, it guards the access to the Republic's main staging area. The two particle cannon turrets can cover the approaches from the northwest and northeast, engaging any enemy tanks that try to get in close. In addition, these turrets also have a good field of fire down the roadway leading to Command Post #1. Unless they're going for a vehicle, this should be the main spawn point for Republic troops because it's regularly attacked by the enemy. The command post itself is out in the open, so it's best to defend it from a distance, rushing in to regain control if necessary.

The building to the north of this command post provides a good location for defenders to fire down on enemies trying to take control here. The building also houses the medical droid and ammo droid. Keeping the turrets manned by engineers helps keep enemy tanks away. West of Command Post #2 are some elevated platforms. Snipers or heavy weapons troops positioned there have a great field of fire at enemies

approaching from Command Post #4.



When capturing this command post, keep moving around because you are an easy target out in the open.

For the CIS, the droideka is the best choice for capturing Command Post #2 because its shields deflect most of the fire from defenders.



#3

This command post is often the initial point of conflict as both sides try to capture it early in the battle.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Particle Cannon Turrets	1
Ammo Droid	1
Medical Droid	1

This is the only neutral command post on the map. As such, both sides will rush to control it right at the beginning. Control of this point, as well as the two initial command posts, gives a team an advantage and causes the enemies' reinforcement points to begin ticking away. The two droids at this point are near the building in the map's center. The turret is to the southwest.

This position is a bit easier for the CIS to control because the particle cannon turret overlooks Command Post #2 and can be used to keep the Republic boxed in. Troops can also hide behind a couple of defensive structures, shooting out of openings at approaching enemies. Use these structures to make it tougher for an enemy to hit you. Because the command post is located in-between two large pylons, defenders have to stay in close to prevent the enemy from capturing it. Therefore, soldier-class troops with rapid fire weapons are usually best used here.

Use the large pylons for cover as you wait to take control of this command post.



These structures give the defender the advantage against attackers running to capture this location. However, a sniper can clear them out from a distance.



#4

The CIS should be careful to defend this command post because it provides access to their main staging area.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Particle Cannon Turrets	3
Ammo Droid	2

This command post is actually inside a large pylon, providing cover for attackers as well as defenders. However, what makes this a powerful location is the three turrets. Two are to the east, right next to each other, while the third is to the west. Command Post #4 is also at the opposite end of the roadway leading to Command Post #5—making its control vital to the CIS army.

This command post must be defended by the CIS right from the start. Man the turrets to provide defensive fire against Republic tanks. A good strategy for denying the enemy access to the command post is to place mines at the four entrances to the pylon, with an auto turret or two for good measure. That deals with any enemy trying to rush in and hide in the pylon while taking control of it. One ammo droid is near the western turret, while the second one is next to the central building across from the pylon.



It's best to approach Command Post #4 from the west. Take out the western turret first to clear a path—or better yet, capture it and turn it against the enemy.



Throw a thermal detonator inside the pylon to kill any hiding defenders, then rush in to take control. Keep looking around for enemies coming to kick you out.

While destroying the turrets at this command post will make your advance easier as the Republic, all three can also be used against the enemy at Command Post #5. They are great for taking out enemy tanks just as they spawn.



#5

There is only one way to get to the CIS main base.



Defend the roadway to Command Post #5 from both ends. Your main force should be near Command Post #4 to prevent enemies from getting to the roadway, with a few troops back by the building to deal with any that get past.



The attacker must run down the roadway to get to the command post in the building. However, once inside, the attacker has considerable cover, which can make it difficult to prevent a capture of the command post except by moving in for close-quarters combat with your own troops.

Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AAT/IFT-T	2
Ammo Droid	1
Medical Droid	1

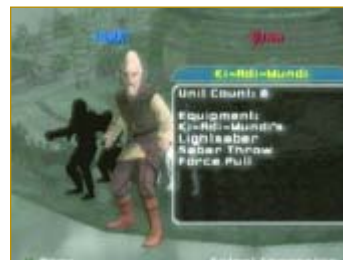
Command Post #5 is the CIS main staging area. It is the only location where vehicles spawn unless the CIS captures Command Post #1. The command post itself is in a tall building, providing defenders with cover against enemy fire. Also, an ammo droid and medical droid are just outside the building to the east.

While the building gives defenders an advantage, the key to holding this location is Command Post #4. Therefore, the bulk of the CIS defenders should be there rather than at Command Post #5. The only way for enemies to get to this command post is along a single roadway. Snipers inside the building can easily fire on any troops headed toward the command post. Don't forget to plant some mines and auto turrets along the roadway for additional damage.

Heroes

Heroes by Army

Faction	Hero
CIS	General Grievous
Galactic Empire	Boba Fett
Rebel Alliance	Luke Skywalker
Republic	Ki-Adi-Mundi



Heroes can be a great addition to any army. This battlefield is especially good for lightsaber-wielding heroes because most movement is along one or two routes. A Jedi at a crucial choke-point can quickly clear out enemy troops either as a defender or to clear the way to a command post for an attack.

For the two Jedi, the sprint ability is awesome for crossing the roadways leading to the main bases. They can cover the distance in a matter of seconds, slashing at anyone who stands in their way.



Boba Fett's jet pack allows him to fly into enemy command posts. Using vertical movement makes it more difficult for enemies, especially snipers, to get a hit on him.

Republic strategy

The key to a Republic victory is holding the two initial command posts. This can best be accomplished by defending at Command Post #2. The western particle cannon turret can engage enemy tanks coming from that direction. For the eastern side, man the turret near Command Post #3. Not only does this deny the turret to the enemy, it also gives the Republic the ability to fire on droid units approaching the neutral command post.

While part of the army secures Command Post #2, the rest should be headed to Command Post #3 to capture it and start the enemy reinforcement points ticking away. A good tactic is to keep the two IFT-X hover tanks together. With their combined firepower, you can destroy enemy tanks and turrets before they have a chance to cause much damage.

Once Command Post #3 is under Republic control, the Clone army should advance on #4 from both directions. This is where the CIS army is usually the strongest, so get ready for a fight. Push on to take control of the command post and the droids will be forced to spawn only at their main base—Command Post #5. Now the Republic army can do one of two things. They can hold at #4 and engage the enemy as they try to advance across the roadway to recapture a command post. Because the CIS's reinforcement points are ticking away, they have to come at you. The second alternative is to assault Command Post #5. While this can be tough, it can bring the battle to a quick end if successful. However, be sure to leave behind a few troops to prevent the enemy from escaping into the rest of the battlefield and start retaking command posts from you.

The Republic must push right at the beginning and take Command Post #3.



This strategy works just as well for the Rebel Alliance. Remember to use your vehicles to attack the enemy at long range to reduce the amount of return fire you receive.

CIS strategy

The CIS should use their turrets, which are better positioned than those by the Republic command posts.



The CIS strategy is basically a mirror image of the Republic's strategy. It's important to capture a third command post to prevent your reinforcement points from ticking away. However, because the Republic will be pushing toward Command Post #3, Command Post #2 is a better target.

Keep some of your force back at Command Post #4 to guard it and man the eastern turrets, firing at any enemies approaching. Meanwhile, the rest of your army, including the two AATs, should advance south along the battlefield's western side to capture #2.



Command Post #2 is out in the open, so keep moving as you approach it, using the pylons and structures for cover. Droidekas in wheel mode can roll quickly around the battlefield. Use the sprint ability to make them roll even faster as you race to command posts.

Don't stay and try to defend Command Post #2. Your troops will be surrounded out in the open. Therefore, press on to Command Post #1 and capture it. If you lose #2, that is fine. You need to secure the enemy's main base so you have a position where the enemy cannot hit you from behind. With #1 in your possession, you have access to all four tanks and have the enemy sandwiched between your two bases. While continuing to hold at #4, push back and secure Command Post #2. Then it is just a matter of allowing the enemy's reinforcement points to tick away or making a raid with fast troops to get Command Post #3 and finish the battle quickly.

Assault droids can use their rocket launchers to take out turrets as well as enemy tanks. Plus they can leave mines around friendly command posts to discourage the enemy from capturing them.



Several other locations also make good sniper spots. The elevated platforms near Command Posts #1 and #2 have good fields of fire along the paths the enemy must take to get to you.



other types of battle

Capture the Flag

In addition to the Conquest battle, you can also play two-flag Capture the Flag. Each side has two spawn points as well as a flag zone. The Republic's flag zone is near where Command Post #1 is during the Conquest game and the CIS flag zone is near #4. In addition to each side having a spawn point near their flag zone, both also have a second spawn point near Command Post #2. Due to the battlefield's layout, the Republic has a bit of an advantage because there is only one main path to their flag zone, while there are two ways, east and west, to the CIS flag zone.

If you are playing with heroes, use them as your flag carriers. The Jedi's sprinting speed allows you to quickly cover the ground from the enemy's flag zone to your own.



Another nice feature of the elevated platforms is the low wall. Many of these have cutouts, allowing a crouched sniper to fire while exposing only his or her head. When the enemy starts shooting back, strafe to

either the right or left so you are completely covered by the higher portion of the wall.

Vehicles in the City



The tanks on the battlefield can be a powerful tool. However, they are also extremely vulnerable. Because the routes they must traverse between command posts are limited and predictable, it's easy for the enemy to set up ambushes.



The particle cannon turrets around this battlefield are great for tank killing. As such, destroy them from a distance or man them with friendly troops before moving past them.

Other dangers include mines and detpacks, which can be placed in the path of oncoming vehicles. Finally, because of the narrow confines of some areas, an engineer's fusioncutter can slice into a vehicle and allow an enemy to take control of it. The best defense against these types of attacks is to have an escort of infantry travel with your tanks.



Tactics

Sniping



Sniping can be very effective on Mygeeto. Due to the constricting terrain that forces units to move along narrow routes, a well-positioned sniper can rack up hits with clear, long-range shots. A good position is inside the central building at the opening near Command Post #4. From here, a sniper can be tough to see and has a great view of the roadway leading to #5.

TESTER TIPS!

Tester: Jonny Rice

Running enemy infantry over in any of the various tanks can be an effective last resort.

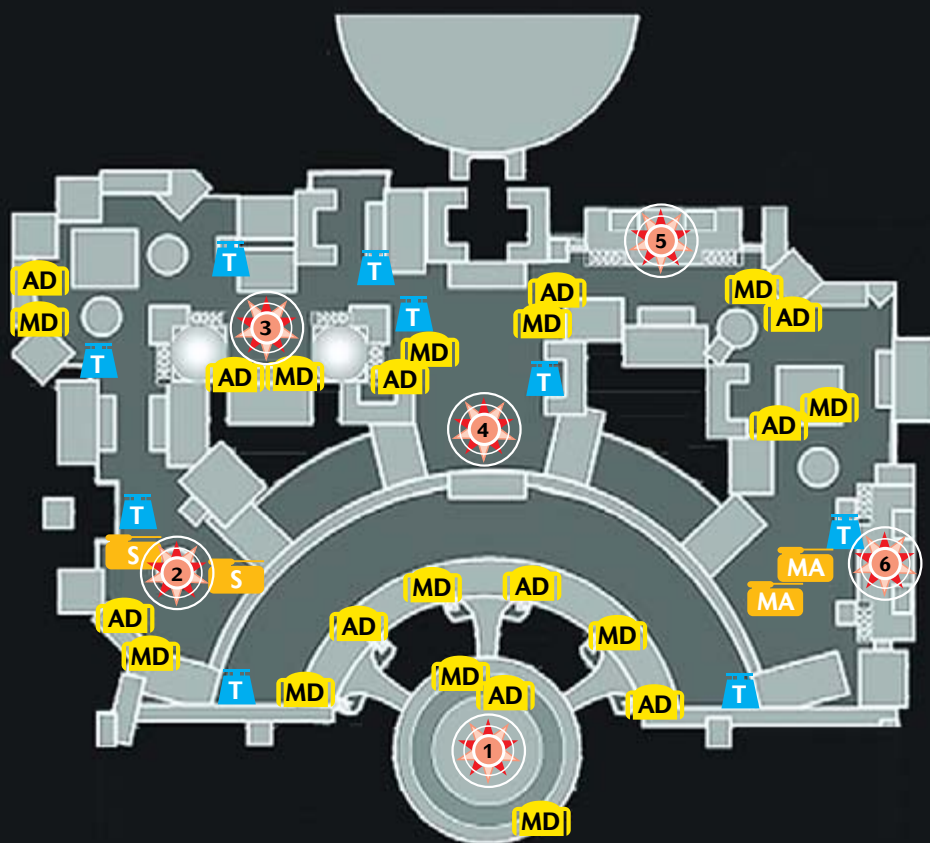
NABOO

The canals and bridges of Theed are the pride and joy of the peaceful planet Naboo. However, as a result of the growing galactic conflict, Theed has seen its graceful gardens transformed into a battleground. The streets of Theed vary from open avenues and plazas to narrow back streets, alleys, and cul-de-sacs. Any commander worth his salt will use the buildings as cover to set up ambushes, and will escape down narrow streets to avoid direct fire from heavy combat vehicles. While city fights are tough to begin with, this fight takes place at night, limiting visibility and keeping combat up close.



LEGEND

- Turret
- Scout Vehicle
- Medium Assault Vehicle
- Assault Walker
- Heavy Assault Transport
- Special Craft
- Creature
- Ammo Droid
- Medical Droid
- Command Post

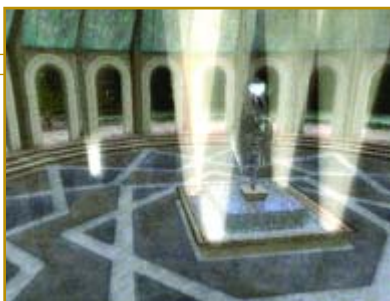


command posts



##1

The command post in the rotunda area is out in the open. Defenders can hide behind columns and fire at enemies trying to take control.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	2

Sitting to the north across the river, this command post presents a unique challenge to both attackers and defenders. Three small footbridges connect it to the rest of the city.

NABOO

Defenders should use these bridges as choke points, concentrating their fire on these narrow passages to prevent enemy infantry units from crossing. The command post offers no laser turrets—its defense relies solely on infantry. Heavy infantry works particularly well, blasting enemies off the bridges with rockets and mines. But keep an eye out for unorthodox attacks. Instead of using the bridges, the clones are likely to try an aerial assault, using their jet troopers to bypass any defensive efforts at the bridges. If the clones take control of #1, they'll have a slightly easier time holding it because the CIS have no air units.



The Republic should send troops to quickly take control of #1 at the start of the battle. It can then be defended against counterattacks as the enemy tries to take it back.

#2

A large fountain outside the Embassy provides some cover for defenders—and that is about the only cover you will find here.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
AT-RT	2
Gun Turret	1
Ammo Droid	1
Medical Droid	1

The courtyard in front of this command post is bound to be a hotly contested piece of territory. Compared to #1 and #4, the defensive features are relatively light here, offering only one turret within direct view of the command post. Another turret lies to the north, covering the street leading to #3. A third turret sits outside the main arch to the south, but has little impact once enemy units have infiltrated the courtyard.



The droids can take this command post fairly easily with support from one of the AATs. However, the tank can't capture the command post by itself—it needs infantry on the ground to do that.

#3

This command post is in a little nook, which can be easily defended from the arches to the south.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	2
Ammo Droid	1
Medical Droid	1

This command post is a no-frills position in the northeast. The clones should deploy engineers here to construct the nearby turrets. It also serves as a great location for spawning an assault force to engage the enemy at #4 if that command post falls and also for moving to capture #5. Keep someone behind to defend this command post or you will have to spawn farther from the action.

The droids should take control of #3. With this command post, it's easier to attack #4 and also defend #5 to the east.



#4

The courtyard holding the command post contains decorative planters that attackers will use for cover.



Initial Control: Republic/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	2
Ammo Droid	2
Medical Droid	2

Due to its central location, #4 is an important command post and large efforts are required to defend or capture it. The courtyard in front of the command post is relatively open, making the area easy to defend from a frontal assault, thanks to the two turrets. The side streets to the east and west pose the biggest threat for defenders. Cover the western street (leading to #3) by the turret flanking the gate, but take other defensive measures, too, in case the turret is destroyed. Another street to the east lacks defensive features, making a blind side attack from #6 a certainty. Defenders on this eastern street can use the surrounding balconies to fire down on the incoming attackers. Mining this passage is also a good idea because enemy units from #6 are likely to attack with tanks.

Because this is often the main battle site, the clones should bring the AT-RTs to help defend this command post.



The turrets to the northwest are excellent for engaging enemies approaching from the east. You can often hit them from the side as they head to #4.



#5

This command post sits on a balcony in the northeast.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

Sandwiched between #4 and #6, this command post acts as a springboard for the droids' attacks against #4. The Republic should try to capture this command post to help secure #4. The fountain to the southeast of the command post acts a small barricade, slowing any armor attacks from this direction. To close off this avenue entirely, place mines on both sides of the fountain. That way, if an AAT from #6 attempts to attack #4 along this street, it will run into the mines.



The Republic should try to take this command post to secure the north. Just rush up the stairs and take out any defenders.

#6

The droids must defend this command post or they will lose the spawn point for their AATs.



Initial Control: CIS/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AAT	2
Gun Turret	1

Command Post #6 is a staging area for the CIS attack. Like #2, this command post spawns a couple vehicles. But the AATs might be best used to defend this command post, as there's only one laser turret within the plaza below. Similar to #2,

NABOO

another turret sits outside the arch to the south. This can be used to hold back attacks along the street running parallel to the river, but it won't help repel direct attacks on the command post itself. The command post sits on a balcony to the far east and can be accessed via two stairways to the north and south. As a result, defenders may consider placing mines at the tops of these steps to deter attackers.



While capturing a balcony command post, position yourself to one side with your back toward a corner. This allows you to cover both stairways and keeps you back far enough from the edge so that enemies below have a hard time hitting

you. Keep an eye on the mini map because it shows nearby enemies as they approach from below.

Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	The Emperor
Rebel Alliance	Princess Leia
Republic	Obi-Wan Kenobi



Obi-Wan can really lend a hand to the clones as they defend command posts against enemy assaults.

Darth Maul is capable of taking on an AT-RT singlehandedly. Just attack from the side or rear to avoid its cannons.



Republic strategy

The Republic and the Rebels have it tough for this mission. They begin with a central command post from which they can spread out and take all three of the enemy's initial command posts. However, #4 is also surrounded by enemy command posts on three sides. Its advantage is also a disadvantage. Therefore, the Republic must act quickly to limit the threats to #4 if they want to hold it. From #4, send a group of troopers to assault #5. Throw thermal detonators onto the balcony as

the troops head up the stairs. They should find the area clear and ready to capture. This balcony also provides an elevated position from which to shoot at enemies headed along the northern route to #4. Back at #2 and #4, engineers should construct turrets and then man them to add fire support against enemy attacks. Now send the troops from #5 to capture #6. While under Republic control, the droids will not receive their tanks at this spawn point, thus eliminating their heavy firepower. As a result, the enemy is confined to #1. With only three bridges leading across the river to the main part of the city, the Republic can easily contain the enemy until their reinforcements run out.



The clones must capture the two balcony command posts. Approach from the sides and throw a thermal detonator at a high angle so it drops near the command post, where it should take out any defenders. Then rush up the stairs and secure it for your team.

Droidekas are not that tough on Naboo. When their shields are activated, they light up and are easy for everyone to see. Use the buildings for cover, peeking out to take a few shots, then ducking back behind a wall for cover.



CIS strategy

The AATs with a pilot and a gunner will have no trouble taking out the AT-RTs and then capturing their spawn point.



The CIS and Imperial strategy for this battle is a bit different. Taking Command Post #4 away from the enemy will be tough and costly if they choose to defend it. Instead, it's better to leave them in the center of the battlefield and capture all of the other command posts surrounding the central command post. To do this, you need to defend all of your command posts. Place mines at the tops of the stairs of the balcony command posts at #5 and #6 and also mine the bridges leading to #1. That will slow down or stop any quick raids by the enemy. Meanwhile, load up your

AATs with engineers and send them, along with some infantry, to capture #2. Along the way, they often can take out one or both of the enemy's vehicles, making the capture of #2 that much easier. While one AAT holds here to help defend #2, the other should head north to capture #3. Take out any nearby turrets the enemy might have built as well. By this time, you should control five of the command posts. If you have lost any, retake them. Meanwhile, those troops who are not defending a command post should converge on #4. Don't rush in and try to capture this command post. Instead, hold back and fire away at the enemy as they spawn until their reinforcement points are diminished and victory is yours.



Assault droids are great for taking out turrets at long range. If they are difficult to see in the dark, just aim for where the pink laser blasts are coming from.

other types of battle

Capture the Flag

Naboo offers a Capture the Flag game with two flags. The opposing flag zones are in the northeast and southwest.



Vehicles provide both speed and firepower. Flag carriers can ride in these, gaining a lot of protection on the dangerous streets of Theed.

Hunt

The Hunt game pits the CIS super battle droids against the native Gungans who have left their underwater city to fight in the streets on dry land.

The droids have more firepower initially. Just watch out for the red glow of the Gungan thermal detonators. Even being near one of these when it blows will take you out.



The only offensive weapon the Gungans carry are thermal detonators. However, they can use their fusioncutters to build turrets, giving them some long-range firepower with which to attack the droids.

Tactics

Armor in the Streets



The vehicles on this battlefront can provide a lot of firepower for their infantry. However, because of the confining spaces and dark alcoves, ambushes are a constant threat. Keep your vehicles back from the fighting and engage enemies at medium range.



If infantry can get in close, they have the advantage. Keep moving so the guns can't hit you while you fire away. Engineers can also approach enemy vehicles in the darkness and try to slice in and capture them.

Load up your armor with engineers. Not only do they automatically repair the vehicle in which they are riding, they can also get out for additional repairs as needed.



TESTER TIPS!

Tester: Miguel Conception

You can stowaway on many ground vehicles if it's already fully occupied. This is most advantageous on hover tanks and speeder bikes. Simply jump on top of the already-occupied vehicle (be sure to not move or else you'll fall). Some advantages to stowing away on a vehicle include: getting to a command post faster, increasing the number of individuals that arrive to take over command posts, and having an extra gunner for the vehicle (using your own gun of course).

POLIS MASSA

POLIS MASSA

After Darth Sidious gave Order 66 and the clones turned against their Jedi generals, Yoda and Obi-Wan Kenobi plus some of their allies found a brief rest on this asteroid mining colony. It was here that Padmé Amidala gave birth to Luke and Leia before dying. Due to its remote location, Polis Massa served as one of the first bases for the rebellion against the Galactic Empire.



POLIS MASSA

LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



NOTE

This asteroid lacks an atmosphere. Therefore, any infantry units that leave the protection of the base and venture out onto the surface of the asteroid will be dead in a few seconds. Because droids do not breathe, this does not affect them. The only way to travel outside is while inside a vehicle—just don't get out until you are safely inside one of the hangars.



command posts



This isolated northwestern command post is best accessed by vehicle through the hangar.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	1
Ammo Droid	1
Medical Droid	1

Of all the command posts, this is one that usually does not have much fighting. Because it connects to the rest of the base through a long dark cavern, the enemy rarely gets here on foot. However, the vehicle hangar provides quick access to this command post via the asteroid's surface. The best way to defend this command post is to use the vehicle that spawns here to engage and destroy enemy vehicles before they can drop off their passengers inside the hangar. These vehicles are also effective against droids who can survive on the surface of the asteroid and may use this to their advantage. Because the only way to the command post from inside the base is up a long narrow ramp, a single sniper or trooper can keep any infantry from taking this location.



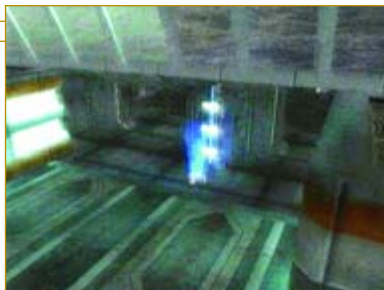
It's a long, dark walk between #1 and #2.



Vehicles such as the AAC-1 are great for defending this command post from enemies crossing the surface of the asteroid.

#2

This command post is located where the main base ends and the cavern to the north begins.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

Because the command post here is inside a large area, it can be tough to defend. However, troops stationed by the support droids to the east and west can wait and ambush enemies as they approach the command post. Attackers trying to capture this location should make liberal use of thermal detonators to take out any enemies who might be hiding below as they approach from one of the two stairways to the south.



While capturing this command post, watch for enemies coming through the caverns to the north and the stairways to the south.

#3

This command post is in the middle of the base structure. As such, all infantry must pass through here to get to one side or the other without venturing outside.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	1
Ammo Droid	2
Medical Droid	2

This tends to be the most fought-over command post on this battlefront. Because all of the passageways funnel to this one room, expect to spend a lot of time capturing, defending, and recapturing this location. Mines placed at the north and south doorways deal with enemies as they rush in from the base's eastern side. In addition, position defenders outside the room in the corridor to the west. Using the transparent walls for cover, these troops can cover the opposite doorway and take out anyone walking through it. For example, the trooper to the south covers the northern door and vice versa. Attackers should either rush into this room in a large group, or throw thermal detonators in first to clear it out.

When attacking this command post from the east, move to the western side of the door before approaching to open it. This helps protect you from enemy fire from the western corridor.



POLIS MASSA



If the Rebels take this command post, the Imperials can hold them off by covering the western corridor, because this chokepoint leads to the rest of the Imperial command posts.

#4

This is one of the two command posts located in the circular tube area, and it serves as the Imperial front line.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This command post is connected to #3 via two parallel corridors. The Imperials must not only defend it, but also use it as their base from which to begin their assault on the Rebels. Due to the lack of cover near the command post, it's best to defend at the corridors. Place mines at the entrances and stormtroopers at each door to blast enemies as they approach through the corridors. Attackers must be careful of ambushes.



A couple of mines at the entrances will take care of any attackers—even heroes

#5

This command post is just to the east of #4 and in the same circular tube area.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This is the second command post in the southeastern part of the base. Its defense relies on holding #4 and #6 because those are the only ways the enemy can get to this spot. Attackers should take both #4 and #5 at the same time to prevent reinforcement at one being used to counterattack the other.



If the Imperials take this command post, they must be careful to defend it against enemies coming through this doorway to the north as well as the ramp leading down to a lower level to the northwest.

#6

This command post in the northeast must be defended against enemies advancing in vehicles through the hangar.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	1
Ammo Droid	2
Medical Droid	1

This is the Rebels' northern command post and the only hangar they control initially where a vehicle spawns. Not only is this useful for sending out assaults against the enemy, it also forces the enemy to approach from a single direction as long as the command posts to the south hold out. The command post is in a large room. An elevated platform is to the south with overlooking walkways to the east and west. Snipers or regular troopers can easily fire down on enemies below attempting to take control of the command post.

Attackers must watch for defenders up above in three different directions.



Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	The Emperor
Rebel Alliance	Princess Leia
Republic	Yoda

While her sporting blaster allows her to engage targets at long range, Princess Leia's invulnerability is awesome for assaulting an enemy position. Just get several troops next to her and activate it. They can then withstand more damage, giving them enough of an advantage to punch through chokepoints and capture command posts such as #3.



The Emperor can use his lightsaber and Force powers to lead his troops to capture command posts.



Rebel Alliance strategy

The strategy for the Rebels as well as the CIS is pretty straightforward. Because the enemy will be expecting a push toward #3, don't start there. Instead, put together defenses at #4 and hold the corridors leading to #3. Then send a couple of troops in the vehicle to capture #1. Keep a defender there to guard against enemies attacking through the base, then send your vehicles from both #1 and #6 toward the hangar by #3. A gunner in one vehicle can lend fire support to help your troops break out from the hangar and capture #3 from the west. If you can coordinate this with attacks from the east, this tactic will work even better. You now have the enemy stuck at #2. Spawn some more troops at #1 to help defend it, then

spread out to cover the room to the south of #2 and prevent enemies from getting to #3. Divide up your southern force into two groups and then send each down one of the passageways leading to #2. From the stairs, you can fire down on the defenders below until you capture the command post or their reinforcements run out.

TIP

When playing as the CIS, send groups of droids on foot along with the vehicles on the asteroid's surface to take control of the two enemy-held hangars. This gives you a lot more firepower for dealing with the enemy.

After moving in troops to the hangar by #3, rush out and secure the corridor.



Taking #3 from the west is a lot easier because most of the enemy defenses are deployed to repulse an attack from the east.

Galactic Empire strategy

The Imperial and Republic strategy is a bit different. Because they have access to two hangars and two vehicles at the start, they should use them to dominate the asteroid's surface. Load up each vehicle with at least one engineer each, plus another trooper. Then send them toward #6. The goal is not to take this command post yet, but to just prevent the enemy from leaving their hangar and advancing on yours. Meanwhile, assemble the rest of your force at #3. Divide it into two groups and then rush down the corridors to take #4. One group should head for #5 to try to take it simultaneously. If performed correctly, this tactic should give you two command posts in the first minutes of the battle, leaving the enemy with only one. Cover the two entrances to the circular tube from the north while healing up your team. Then, once again with two groups, advance through both passageways toward #2. The troops in the vehicle should rush in to occupy the hangar and dismount to attack from the north while the troops from the south deal with any defenders on the upper level. With careful coordination, victory will be yours before the enemies know what hit them.

POLIS MASSA



Gang up on the enemy vehicle to dominate the asteroid's surface.



Once you have captured #4 and #5, watch for enemies trying to counterattack, then rush into the large area to the north to capture #6.

other types of battle

Capture the Flag

Without vehicles, the two-flag Capture the Flag game is fought indoors, with a lot of fighting at #4 where all flag carriers must pass. The two flag zones are near #2 and #5.



When playing as the Republic or the Imperials, position a trooper at the south end of the corridor west of #3. From here, you can take out all enemies that emerge from #3, usually hitting them in the back because they

will be headed the opposite direction toward your flag.



The room south of #2 is another chokepoint that should be defended.

Tactics

Chokepoints



Because of the linear nature of the base on Polis Massa, several locations create chokepoints or single, narrow passageways through which troops must advance to get between command posts.

Defenders usually have the advantage because they can pick spots with some protection and cover a single doorway or entrance.



To get through an enemy-held chokepoint, attackers need firepower. This can include thermal detonators thrown through the doorway before entering. Another way is advancing in a large group, blasting away as

you move. While you will take some casualties, the momentum usually carries you through the chokepoint to a branch or more open area where you can split up and seek cover. Take along an engineer to provide health and ammo.

TESTER TIPS!

Tester: Xavier Rodriguez

If you're driving a vehicle into an enemy-controlled hangar, and they haven't entered their vehicle yet, you can prevent a new vehicle from spawning in. Simply grab the enemy vehicle, drive it toward the energy field, and jump out. The vehicle's momentum will carry it outside into space, where it cannot be retrieved. Use your own vehicle to control that hangar. Usually, a co-pilot can run to get the flag and come back and no one will be able to stop you.

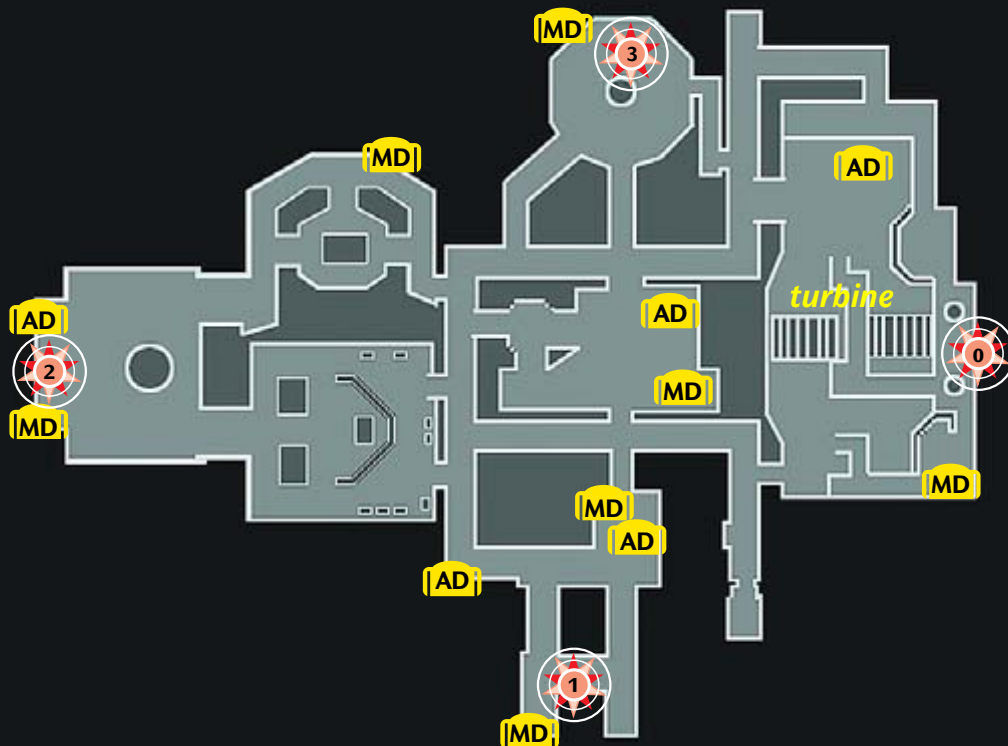
TANTIVE IV

Princess Leia Organa used her position in the Imperial Senate to benefit the growing Rebel Alliance. Her consular vessel, the *Tantive IV*, was afforded diplomatic immunity due to her ambassadorial status and frequently ran mercy missions as cover for assignments to aid Rebel efforts. Leia's starship could circumvent Imperial blockades due to its protected status. Such immunity did not extend to intercepting Alliance transmissions, Leia discovered, as Darth Vader's Star Destroyer crippled her blockade runner high over Tatooine.



LEGEND

- Turret
- Scout Vehicle
- Medium Assault Vehicle
- Assault Walker
- Heavy Assault Transport
- Special Craft
- Creature
- Ammo Droid
- Medical Droid
- Command Post

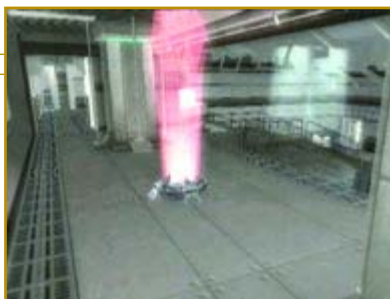


command posts



#0

The ship's engine room contains a command post at the rear on the upper walkway.



Initial Control: Galactic Empire/CIS

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This command post is in the engine room. Three entrances connect this area with the main body of the ship. Two lead out onto the lower area—one on each side of the turbine, while the northern entrance features a ramp leading up to

TANTIVE IV

the walkway where the command post is. Snipers or troopers can cover the entrance from the walkway and the top of the ramp. The turbine divides the lower area in two. Destroy the control panel on the north side of it to shut down the turbine and allow infantry to move up a stairway to the upper walkway. An engineer can use a fusioncutter to repair the turbine and once again close this route.

When attacking this area, watch out for enemies on the upper walkway. Keep moving as you fire or you will make an easy target for a sniper.



With the turbine shut down, you can move across this stairway to the upper level.

#1

This command post is located in a series of narrow passageways.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2
Medical Droid	2

The southern command post is about equidistant from each sides' initial command post, making it a race to see who can get there first and hold it. The narrow passageways with several corners provide defenders with good cover. They also increase the effectiveness of thermal detonators, because there is little room to maneuver. Mines are very effective in this area, especially when placed right next to the command post because attackers can't see them until they turn the corner—and then it's too late.

Defenders can position themselves to fire at any enemies who walk through the doorway. Watch the mini map and when you see them coming, throw a thermal detonator so it blows



just as they enter. This takes some practice, but it's a great way to wipe out a group all at once.



The engineer's shotgun is very effective in these close quarters—as long as you are not overwhelmed by a group.

#2

The ship's bridge is the Rebel's initial command post.



Initial Control: Rebel Alliance/Republic

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1
Ammo Droid	1

All of the Rebels begin at the front of the ship where this command post is located. From there they can spread out through the rest of the ship. There are only two entrances to the bridge. One leads through a control room while the other is connected to a corridor and meeting room. To defend this command post, position troops up the steps just east of the command post itself. As enemies rush onto the bridge, the defenders can shoot them as they advance on the command post.

The Rebels should use the bridge as a base and defend it.



The Imperials should try to take the bridge. Usually a small group can accomplish this while the main fighting takes place in the central corridors.



#0

The escape pod area holds one of the neutral command posts.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

The circular room holding this command post has three different entrances, making this tough to defend against a coordinated assault. However, with a medical droid within the control zone of the command post, a defender can fire away and be healed at the same time while preventing enemies from taking control. The key to holding this position is to watch the mini map so you know which entrance the enemies are using. Rather than standing by the command post, stand to one side of an entrance and take out enemies as they rush past. Mines and detpacks are also great. Place them to the side of the entrances so enemies don't see them as they enter.

Heal and shoot at the same time as a defender at this command post.



Because this command post is neutral to begin with, get there quickly and take control of it while fighting off enemies with the same intentions.



Heroes

Heroes by Army

Faction	Hero
CIS	General Grievous
Galactic Empire	Darth Vader
Rebel Alliance	Princess Leia
Republic	Yoda



Princess Leia is best used for leading an attack. Her blaster takes out most enemies with a couple hits. Use it like a sniper rifle for long-range shots in the central corridors.

Darth Vader is not someone you want to meet in a dark corridor—or even a brightly lit one. His lightsaber throw can quickly clear a corridor for your troops.



Rebel Alliance strategy

The winning strategy for the Rebels, as well as the Republic, is to capture fast, then hold. With only four command posts on the ship, every one is important. While leaving behind at least one defender at #2, the rest of the Rebel force should split up into two groups and send them to capture #1 and #3. Once these are secured, leave at least one defender at each to protect and hold the position for your team. The rest of the Rebel force should then converge on the engine room from both the north and south entrances. Capturing this gives you a quick victory if you have been able to hold everywhere else. Otherwise, you have to retake those the Imperials have captured. As long as the Rebels can control three command posts, the Imperial's reinforcements will count down.



Stick together with other Rebels to combine your fire-power. Going off on your own usually gets you killed in a hurry by groups of enemies.



If you can get the first three command posts, go after #0 in the engine room to complete the battle with a victory.

TANTIVE IV

Galactic Empire Strategy Tactics

Combine different types of troops to take advantage of each of their specialties while advancing through the ship.

The Imperials and the CIS begin at the rear of the ship in the engine room. Like the Rebels, they must advance rapidly to take control of #1 and #3 while at the same time holding their base at #0. A couple of the Imperial special units are great for the type of fighting onboard the ship. The dark trooper's arc caster is effective at hitting groups of enemies with a single shot. Be sure to include an Imperial officer in your attack groups. His rage ability increases the damage caused by all of your troops near him when he activates it.

A group of Imperials advancing down a corridor is a force to be reckoned with. While the others blast away, one should be throwing thermal detonators.



Other Types of Battle

Capture the Flag

On the *Tantive IV*, you have one flag to fight over. While it spawns in the central room, the two flag zones are near #0 and #2.

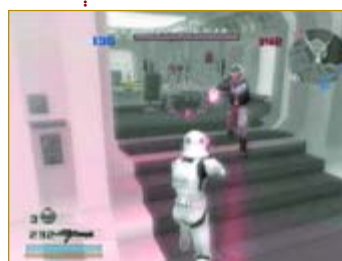
Keep some defenders at your flag zone. The best place to position them is to the side of an entrance so you can shoot the flag carrier and other enemies in the back as they run past you.

When carrying the flag, advance in a large group so your increased firepower helps you overwhelm enemy opposition. Also, by staying in close, if the flag carrier is killed, a teammate is there to pick up the flag before an enemy can.



Shipboard Combat

Combat aboard a spaceship can be very close and very violent. The narrow corridors connecting command posts funnel the combat into a few specific areas at a time. While your basic trooper is the mainstay of your force, other troops types can shine here.



Engineers are great for up-close fighting with their shotguns. Their detpacks are also useful for taking out enemy troops. As you advance through a doorway, if several enemies are out of close range of your shotgun, pull back and drop a detpack by the door. Then as enemies approach and the door opens, detonate the explosive to take them out.



Because each command post is important, after capturing one, be sure to leave behind defenders. Otherwise, the battle will be a race to capture and then recapture command post after command post.

TESTER TIPS!

Tester: Joseph Frank

When using Darth Vader on *Tantive IV*, you can use Force choke not only to deal damage, but also to stun your foe for a short moment until you can get in close and finish him or her off with your lightsaber.

Tester: Kip Bunyea

Hide detpacks behind crates and such that are placed in hallways; this way, the enemy cannot see their tell-tale red glow until they're on top of them.



STAR WARS BATTLEFRONT II

PRIMA OFFICIAL GAME GUIDE

UTAPAU

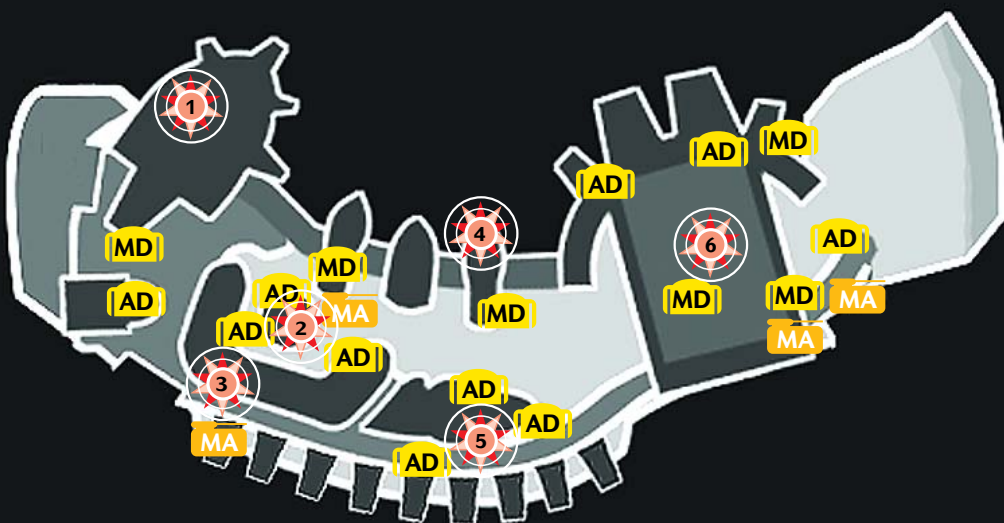
UTAPAU

Ringed by numerous moons, the remote sanctuary of Utapau is a planet pitted with enormous sinkholes. Its windswept surface is dry and desert-like, but deep in the porous crust, at the bottom of the sinkholes, are pools of life-giving water. Many of the sinkholes on one of the planet's small continents are lined with intricate cities that stretch deep into caves and crevices beneath the planet's surface.



LEGEND

-  Turret
-  Scout Vehicle
-  Medium Assault Vehicle
-  Assault Walker
-  Heavy Assault Transport
-  Special Craft
-  Creature
-  Ammo Droid
-  Medical Droid
-  Command Post



command posts



##1

This base is in the northwestern part of the battlefront.



Initial Control: CIS/Rebel Alliance

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	1
Medical Droid	1

This command post is on the upper level in the northwest. It serves as the droids' only spawn point at the beginning of the game. Because it's at the opposite end of the battlefront from the enemy base, you do not need to defend it initially.

UTAPAU

Instead, this command post is better defended from other locations such as #2 and #3. The clones should try to capture this command post and then hold it. Jet troopers can jump along the northern platforms and bypass enemy defenses. This gives the Republic a spawn point from which to attack nearby command points.



Clone jet troopers can get to this command post the quickest and safest.

#2

Located in the western plaza, this command post spawns a vehicle.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
AT-RT/AAT	1
Ammo Droid	1
Medical Droid	1

This command post is closest to the droids' initial spawn point, and they should quickly move to take it. An AAT spawns here, which can then be used immediately against the enemy. With very little cover around the command post, it's best defended from the walkway on the upper level to the west that overlooks this area. Snipers or troopers can take out any enemies that get too close. It's important to hold this to preserve the vehicle spawns.



An assassin droid can cover #2 from the upper level and engage targets throughout the battlefield's northern center.

#3

Find this command post along the southern road, between some pillars.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
AT-RT/AAT	1

This is another important command post for the droids to capture at the start because it spawns an AAT. As long as you hold #2, you can defend #3 by positioning troops along the sides of the street and using the AAT to clear the way as it advances east against the enemy. Snipers on the platform to the west can also cover this position and eliminate enemies.

Send an engineer droid to capture this command post and then to climb into the AAT.



The best way to protect this command post is to go on the offensive and push the enemy away from it. The AAT with some infantry support will have little trouble doing this.



#4

Use this command post, located on one of the northern platforms that hang out over the sinkhole, to help protect #6. It also serves as a forward spawn point.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Medical Droid	1

The clones should grab this command post early. The nearby structure provides some cover for troops defending against an enemy assault from the west aimed at the clone base at #6. Snipers here can take out enemy troops defending around #2, as well as the enemies coming down the ramp from #1. It's also a good spot for heavy troopers to engage droid AATs headed east. The Republic must hold this or suffer the consequences of enemies spawning right next to #6.

The Republic must grab this command post quickly and then defend it throughout the battle.



#5

This is the eastern command post positioned along the southern road.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
Ammo Droid	2

This is the other clone objective at the start of the battle. While there isn't much cover here, you need a forward spawn point along the southern road to help keep the droids from advancing from the west. Because the droids can spawn an

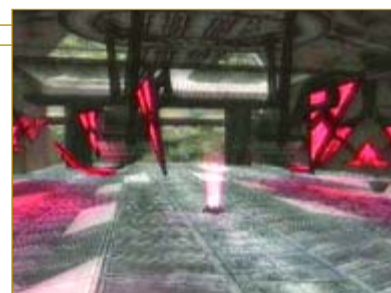
AAT at #3, lay mines across the road just to the west of #5 and use the wall near the ammo droid for cover while defending against the advancing enemy.



This is a clone freebie, so take control of it as quickly as possible at the start. Bring along an AT-RT for the additional firepower you need to defend it.

#6

The clone base and initial command post is located in this hangar area at the battlefront's eastern end.



Initial Control: Republic/Galactic Empire

Vehicles, Turrets, and Droids

Unit	Count
AT-RT/AAT	2
Ammo Droid	2
Medical Droid	2

This is the only initial command post that spawns vehicles. Because this location spawns two vehicles, the Republic must hold it at all costs. While ramps lead to an upper level over the command post, there is rarely a good reason to go up there. It lacks good positions for snipers or other troops looking for targets coming from the west. Instead, position your defenses to the west near #4 and #5. While this command post starts out with AT-RTs, if the droids can capture it, they will get AATs here instead.



Use the AT-RTs here at the mission's start to expand the Republic's control as far west as possible.

Heroes

Heroes by Army

Faction	Hero
CIS	General Grievous
Galactic Empire	Boba Fett
Rebel Alliance	Han Solo
Republic	Obi-Wan Kenobi



Obi-Wan Kenobi's Force jump ability allows him to move quickly along the northern platforms to get to the enemy's rear command posts.



Though he has no Force powers, General Grievous is powerful with his multiple lightsabers. If he rushes in, he can take on even a single AT-RT and come out victorious.

Republic strategy

The Republic strategy, which also works for the Imperials, is to hold the eastern half of the battlefield. Right at the start, all troops should head for #4 and #5 to secure them. Engineers should climb aboard the AT-RTs and follow. While mines are laid out in a line blocking the southern road near #5 as well as the open area south of #4, the walkers should each lead a group farther west. While one heads up the southern road toward #3 to capture it if possible or at least prevent the droids from getting an AAT, the other walker should advance on #2 for the same purpose. Both of these western command posts are tough to defend if you can capture them. However, the main purpose of the assaults is to draw the enemy toward these two command posts and away from #1. This allows a group of jet troopers to jump along the northern platforms to make a quick raid to capture #1. From here, the clones can move to clear the walkway overlooking #2 so it can be captured from below. Now all that remains is #3. The Republic is now positioned to come at it from both the east and west. Victory occurs when this last command post is captured or the enemy runs out of reinforcements.



An AT-RT arrives at #2 before the droids have been able to take control of it.

Bring heavy troopers to help take out enemy AATs, because the AT-RTs have a hard time on their own.



Jet troopers bypass the main droid forces for a quick attempt to take #1.



CIS strategy

The CIS strategy also works for the Rebels. Because they don't begin with any vehicles, they must quickly take control of Command Posts #2 and #3 so they can spawn vehicles of their own. Droidekas in their wheel form can get there the quickest to start taking control while other troops follow up. Set up defenders on the walkway overlooking #2 not only to protect this command post, but also to engage enemy troops to the east. Advance east with the vehicles that are spawned. The droid AATs' firepower is superior to the clone AT-RTs', so wipe them out and use the escorting infantry to capture two additional command posts—#4 and #5. The enemy is now limited to a single command post. The hangar containing #6 is very tough to capture because the command post is surrounded by structures the enemy can use as cover. Two vehicles also spawn there. Instead of assaulting the enemy, contain them. Their reinforcement points will already be counting down. Position your AATs to engage enemy AT-RTs as soon as they spawn, along with super battle droids and droidekas in a line to take out any enemies that try to escape and get to your command posts. Continue this action until the enemy finally runs out of reinforcements.



Droidekas in wheel form can quickly get to the two western neutral command posts and capture them for you, as well as defend against any quick attacks by the enemy.



Use the AATs' superior firepower to take out the clone walkers as well as their infantry. With a couple engineers inside, these droid tanks can take a lot of damage. Just pull back for repairs if needed.

other types of battle

Capture the Flag

There is only one flag in this game. It spawns along the northern edge just west of #4. The two flag zones are near #3 and at #6.

Because the Rebels and droids must defend the western flag zone, a position along the southern road often catches an enemy flag carrier on the way to score a point.



Flag carriers are big targets on this battlefield where they must advance through a lot of open ground. Give them the protection they need, and watch for snipers.

Tactics

Combat with the AT-RT



The AT-RT is a recon walker. Its main role is to give clone infantry some additional firepower. Because the Republic starts the mission with two of these walkers, quickly send them to try to secure the command posts where the droids can spawn the more heavily armed AATs. The AT-RTs can sprint for a short time. Use this feature to get there quicker.



If the droids get their AATs, don't try to go one-on-one against them with an AT-RT. The walker just doesn't have the firepower. Instead, pull back to where heavy troopers can lay down mines and use their rocket launchers to eliminate the enemy tanks.

TESTER TIPS!

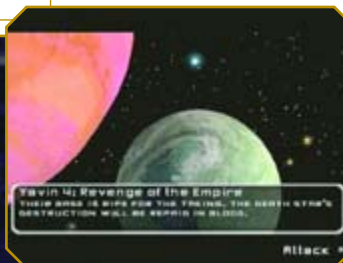
Tester: Keith Romes

Utapau is a vast, open area with lots of great hiding places, making it perfect for a sniper. Take advantage of the upper levels in this map to get some great shots in. Also, remember to get your shot and quickly find another place to hide. You don't want to give away your position.

YAVIN 4

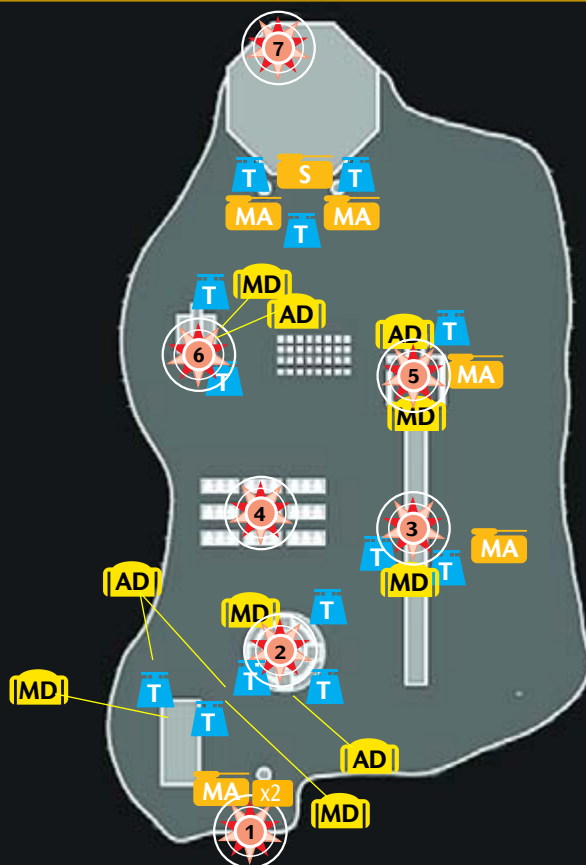
YAVIN 4

The jungle moon known as Yavin 4 was originally settled by Dark Lord of the Sith, Naga Sadow, and his minions. Over time Sadow's descendants evolved into the deadly Massassi warriors, who built massive stone temples throughout the jungles of Yavin 4 before vanishing into legend themselves. With few approaches through jungles full of thick brush and beautiful waterfalls, the incredibly strong Massassi temples make perfect hangars and command facilities. The great temple, located at the crest of a hill, is the largest of all the temples and naturally becomes the de facto HQ for any force looking to make Yavin 4 their base of operations.



LEGEND

- Turret
- Scout Vehicle
- Medium Assault Vehicle
- Assault Walker
- Heavy Assault Transport
- Special Craft
- Creature
- Ammo Droid
- Medical Droid
- Command Post



command posts



This is the main Imperial staging area, spawning a couple of IFT-Ts and a speeder bike.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
IFT-T	2
Speeder Bike	1
Tower Turret	2
Ammo Droid	1
Medical Droid	1

The Imperial assault gets the bulk of its offensive power from the two IFT-Ts that spawn at this command post. As a result, the Imperials must hold here to maintain this advantage. The river to the north forms a natural barrier, discouraging a frontal assault. But both the bridge to the west and the cliffside path to the east must be defended to prevent flank attacks. The tower turrets on the north side of the bridge provide some protection. However, it's a good idea to mine



the bridge as well as the pathway.

The tanks that spawn at this control point are important to the Imperial assault against the Rebels.

#2

The stone pillars and three turrets make this a formidable defensive stronghold for Imperial forces.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	3
Ammo Droid	2
Medical Droid	2

This command post offers multiple defensive features capable of withstanding assaults from all directions. For one, the three turrets are positioned around the command post's perimeter, providing heavy firepower support in all directions. In addition, the turrets can turn inward to blast attackers attempting to convert the command post. Therefore, attackers should demolish each turret before even attempting an assault. Equally impressive are the stone pillars surrounding the fountain, providing defenders with plenty of cover. For the Imperials, this position should act as a buffer between the Rebel-controlled command posts to the north and #1 to the south. It also serves as a key spawn point for infantry attacks running along the map's western side.



The turrets around this command post make it difficult for the Rebels to capture it. However, a vanguard's rocket launcher makes an excellent anti-turret weapon. Fire at long range to increase the damage and reduce the risk of getting shot.

#3

The command post sits below the large aqueduct running along the battlefield's east side.



Initial Control: Galactic Empire/Republic

Vehicles, Turrets, and Droids

Unit	Count
IFT-T	1
Gun Turret	2
Medical Droid	1

Of the three Imperial-held positions, this one is by far the hardest to hold—and the vehicle spawn here makes it important to keep. Just down the hill from #5, this position is susceptible to constant Rebel attack. The Rebels will attack down the hill, and they may also drop down from the aqueduct above. Even the command post's two turrets have a hard time keeping attackers at bay. For best results, the Imperials should use the IFT-T that spawns here for defense. But staging a successful attack on #5 is the only way the Empire can halt the constant flow of attacks on this vulnerable position.

The command post has a relatively small capture radius, requiring attackers to approach these steps. Scatter some mines around the platform the command post sits on to help prevent a quick enemy capture.





Use the IFT-T to help defend this command post from the enemy vehicle that will advance from the north.

#4

The command post offers no defensive features, but the crumbling stone walls provide some decent cover for defenders.



Initial Control: Neutral

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	1
Tower Turret	1
Ammo Droid	1
Medical Droid	1

As the only neutral command post on the map, #4 is a key target for both factions at the start of the battle. For the quickest capture, the Imperials should attack with engineers and dark troopers from #3 while Rebel smugglers rush in from #6. Winning the footrace is less important than winning the close-quarter slug-fest that is likely to ensue. Both the dark trooper and Rebel smuggler have the advantage in such engagements. Once the command post is captured, holding it won't be easy. Rebel defenders face constant attacks along the steps from the south while Imperial defenders encounter resistance from the north. Fortunately, the surrounding ruins provide some cover. Crouch behind them while returning fire.



When playing as the Imperials, spawn as an engineer at #2 and rush north to reach #4. Seek cover and prepare to engage incoming attackers from the north and east in close combat where you have the advantage.

#5

The water evaporated long ago, but this pool still serves a crucial role in the Rebel defense.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	1
Tower Turret	1
Ammo Droid	1
Medical Droid	1

The Rebel command post at #5 only strengthens their position on the hill, providing a great staging area for attackers looking to flank the Imperial positions to the south. What was once a shallow pool connected to a stone aqueduct is now a highly defensible command post. Defenders should make good use of the surrounding stone perimeter, as it provides great cover and concealment. Because the Empire holds #3 to the south, Rebel defenders can expect most attacks from that direction, especially at the beginning of the battle. Use the elevated position to fire down on attackers as they charge up the hill and send the AAC-1 against the Imperial tank. Lob plenty of thermal detonators in front of attackers, too. The aqueduct provides a great elevated position for covering the forest floor below.



The tower turret here gives you great coverage of the area around the command post.

#6

This command post sits atop a tall altar, presenting a challenge to attackers if properly defended.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
Gun Turret	1
Tower Turret	1
Ammo Droid	1
Medical Droid	1

This command post, just southwest of #7, has defensive features that serve as a welcome buffer for Rebel defenders. Included are a gun turret along the altar's southern base, as well as a tower turret to the north. The gun turret can engage targets as far away as #4. The tower turret's range is limited due to the thick foliage surrounding the command post. However, it's still extremely effective for covering the command post. Attackers should destroy the tower turret before attempting a capture. Access the command post from either ramp on the north and south sides. Alternately, dark troopers can bypass the ramp and simply fly to the top. Either way, attackers must loiter at the top of the altar to convert the command post, making them extremely vulnerable to counterattacks. Consider deploying a marksman nearby for the sole purpose of covering this command post.

Use vanguards to mine the command post. Place one mine at the top of each ramp. Stick another on one of the pillars flanking the command post.



#7

The command post in the temple is tucked away in this familiar war room at the back of the ancient structure.



Initial Control: Rebel Alliance/CIS

Vehicles, Turrets, and Droids

Unit	Count
AAC-1	2
Speeder Bike	1
Tower Turret	3

The temple is an ancient pyramid-like structure serving as the Rebels' main base. A war room in the northern side houses the command post. Two staircases on the east or west provide access to this upper floor room. These stairs lead to a catwalk to the war room. Inside, some tactical screens offer cover for both attackers and defenders. Rebel smugglers are well-suited for defending this room, using their shotguns at close range. The temple can be accessed from only one direction—through the main entrance to the south. For this reason, defenders are best held back in the war room to intercept all potential attackers. Use a vanguard to place mines near the war room's entrances. Mines are also useful for covering the wide southern entrance. Space the mines out in an effort to halt rush attacks by an enemy on a speeder bike. The three tower turrets outside the main entrance also come in handy for repelling attacks from the south.

Slap a few mines at the entrance to the temple as well as on the walls around the war room's entrances. This keeps the mines out of sight, increasing the chances of catching the enemies by surprise as they rush toward the command post.



Heroes

Heroes by Army

Faction	Hero
CIS	Darth Maul
Galactic Empire	Boba Fett
Rebel Alliance	Chewbacca
Republic	Mace Windu

Chewbacca's great for defending command posts, and he can also use his guided rocket for attacking enemy tanks.



Boba Fett's jet pack allows him to jump from one command post to another in a single bound. The Imperials face an uphill march toward the Rebel command posts, but this bounty hunter can fly over enemy positions to hit them from behind—or land right on top of them.



Rebel Alliance strategy

The Alliance begins with a superior position on the battlefield, holding the high ground of the temple and northern command posts. But simply holding these command posts isn't enough to win the battle. Start by rushing #4 with soldier and smuggler units spawned at the #6. They should be able to reach it before the Empire's forces do. Reinforce the position with vanguards, using mines and rockets to hold back the inevitable Imperial attack. Meanwhile, launch a fierce assault on #3 with forces from #5. Taking this position is key in securing #4's eastern flank and establishing a line of defenses along the map's center. If your team can hold the line at #3 and #4, you'll begin imposing a reinforcement drain on the Imperials. But your forces won't have an easy time defending these central command posts until the enemy tanks are removed from the battle. While holding the line at the center of the battlefield, assemble an attack squad at #5 for an attack on #1. Advance along the map's eastern side to reach the cliffside path running behind the waterfall. Use this narrow path to attack #1 from the east. Try to remain hidden and launch the attack when no IFT-Ts are present. Your attack squad should be able to overwhelm the defenders and capture the command post. This limits the Imperials to #2, allowing your team to squeeze them from all sides while their reinforcements bleed away.



The Rebels must capture #4 right at the start. It provides a great defensive position to limit the Imperial advance in the west.



Rebel vanguards and the AAC-1s must work together to defeat the Imperial tanks, which often try to attack in the east where the terrain is a bit clearer and easier for vehicles to maneuver. While the AAC-1s hit the enemy head on,

the vanguards can maneuver to fire at the Imperial tanks' vulnerable rear.

Galactic empire strategy

The Imperials must use their IFT-Ts to push north along the eastern edge to capture #5 and deny the Rebels a spawn point for one of their vehicles.



The Empire begins the battle with a relatively weak position on the battlefield, occupying the lower half of the hill. This allows Rebel attackers to fire down on the low-lying Imperial positions. To prevent such attacks, the Imperials must take control of the higher-elevation positions, beginning with #4. Spawn an assault force of dark troopers and engineers at #3 and infiltrate #4 from the east. Even if they arrive late, they should be able to take control of the position by overwhelming the Rebels at close range. In the meantime, move the IFT-Ts at #1 out along the western side. They're needed at #4 to repel counterattacks. Keep the IFT-T that spawns at #3 there to defend this location for now. It covers the eastern flank.

Using the IFT-Ts on the flanks of the map, slowly push the Rebel forces north. Move against #5 and #6 while maintaining stiff defenses at your command posts. The Rebels are likely to stage break-out attacks using their speeder bikes to assault your positions to the rear and their AAC-1s to attack you from the north. Once #5 and #6 fall, lay siege to the temple and wait for the Rebel reinforcements to disappear. Position the IFT-Ts on the eastern and western sides of the temple's entrance, and blast any escaping units and respawned enemy

vehicles. Containing the Rebels at #7 is easy because the southern entrance is the only way out. There's no need to assault the temple's interior until the Rebel reinforcements are completely diminished. Use scout troopers to pick off any visible defenders before sending in an assault force of stormtroopers and dark troopers to capture the command post.

The temple with Command Post #7 is an important target. The Imperials can drive a tank right inside the temple and then send an engineer in to capture the command post while a teammate stays in the tank to provide cover.



other types of battle

Capture the Flag

The one-flag game can be tough, as most of the fighting takes place near #4. One flag zone is east of #6 while the other is at #2.



Use turrets to defend the flag zones and engage enemies as they approach.

Place mines around the flag zone. Nothing stops a flag carrier in his or her tracks quicker than running into a mine.



Tactics

Raid on the Imperial Base



Command Post #1 is where the Imperials receive most of their vehicles and firepower. The sooner the Rebels can take this position, and score additional vehicles for themselves, the better. The viaduct that can be entered at #5 takes a Rebel assault team south, right over #3, and to the river. Jump down from the viaduct and cross the river along the eastern edge of the battlefront.



A pathway leads from here along a cliff and behind a waterfall. It takes you directly to #1. Most of the Imperial defenses are centered on the bridge to the west so the Rebels can come in behind and capture the command post. Because this is a base, it takes longer than other command posts. But the more troops in the party, the quicker the capture. If you're lucky, you might even find an unoccupied tank here to help you defend this position from counterattack.

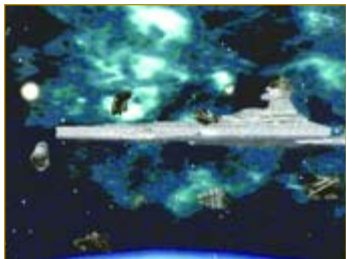
TESTER TIPS!

Tester: Joseph Frank

When using a rocket launcher or explosive device, aim for your target's feet. If you miss your target the splash damage may be enough to take them down.

SPACE ASSAULTS

SPACE ASSAULTS



Space Assault is a new type of game introduced in *Star Wars Battlefront II*. You can choose from six different Space Assault battlefronts. While they may be located over different planets, or feature different capital ships and starfighters depending on the time period and faction, all Space Assault battles have the same objectives. Each team begins with a capital ship and two frigates or other support ships—for example, the Rebel Alliance has transports. To win an assault, you must reach the target score before your opponent. The default is 180 points. However, this target total can be adjusted by the host. The following list shows how you can earn points for your team.

Space Assault Objectives

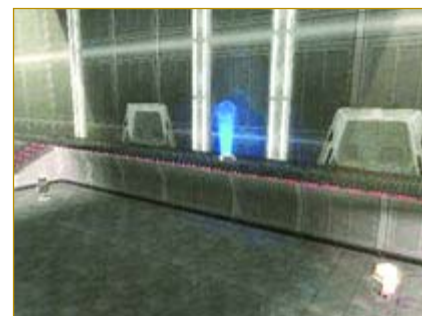
Objective	Points Earned
Destroy capital ship's engines	18
Destroy capital ship's life support	18
Destroy capital ship's command bridge	18
Destroy capital ship's comms array	18
Destroy capital ship's sensor relay	18
Destroy enemy frigates	18 each
Destroy enemy starfighters	3 each
Kill enemy infantry	1 each

This type of battle is very different from the ground-based battles. Unlike the Conquest games, you do not capture command posts in space. Instead, you damage the enemy as much as possible to score points. Also, Space Assaults feature different classes of troops. You can choose only pilots or marines. Pilots are naturally best for piloting starfighters. Their ability to automatically repair the vehicle in which they are either flying or riding as a passenger allows for their starfighters to survive longer in battle. Marines are best used for defending your capital ship and also for boarding actions against the enemy capital ship.

capital ships

When you spawn at your capital ship, you might start off in the hangar or in the control room.

Capital ships serve as spawn points and bases for each side. While they can't be destroyed, various systems on them can be destroyed, providing points for the opposing team. The internal locations of these large ships can be divided into two main areas—the hangar and the systems area.



Hangar

The hangar holds several different types of starfighters as well as transports.



The hangar is where a capital ship keeps its complement of starfighters. No matter which faction you are playing as, you always have scout fighters, multi-purpose fighters, bombers, and transports. The important role of each is discussed later in this chapter. The hangar also contains ammo and medical droids. Each hangar has either one or two entrances depending on the capital ship. Force fields help keep the atmosphere in the capital ship while also preventing outside enemy attacks from penetrating into the hangar area.

Systems Area



The consoles control the external turrets on the capital ship.

The systems area is adjacent to the hangar. Two doorways lead from the hangar into the control room where three additional doorways each in turn lead to a room containing one of three of the capital ship's critical systems. The control room is defended by a couple of auto-turrets suspended from the

ceiling. In addition to ammo and medical droids, there are also consoles at which you can control the external turrets on your side's capital ship. These function like ground-based turrets, allowing you to rotate and zoom in as you fire at enemy starfighters and help defend your ship from damage.

The other rooms contain the ship's critical systems. When you enter the control room from the hangar, the ship's engine area is to the right, shields are straight ahead, and life support is to the left. Each of these rooms also contains one or two auto-turrets as well as a system that can be destroyed by time bomb, rocket launcher, or blaster weapon.



The shields

The engine room



Life support

Destroying the life support and engines will earn your team points. The shields, on the other hand, provide no points for destruction. However, once you have eliminated a capital ship's shields, all critical systems, including life support and engines, can be attacked and destroyed by starfighters from the outside by targeting specific areas of the capital ship.

Frigates

Frigate type ships vary depending on faction.

During each Space Assault game, each side has two additional large starships. These frigates serve as targets that can fire back.

Frigates can't be controlled or boarded by either side. These ships can take a lot of damage before they are destroyed, and the frigates'



turrets automatically engage enemy starfighters, defending not only the frigates themselves, but also the capital ship they are escorting. Taking out the frigates helps make attacks on the enemy capital ship easier and scores points for your team.

starfighters

Use starfighters to engage the enemy and earn points. While the details of each faction's specific starfighters was covered in the Vehicles and Turrets section, it's important to understand the differences in the four classes and how best to use each one during a Space Assault.

Scout Fighters



Scout fighters are best for dogfighting.

These starfighters are fast and lightly armored. Their sole purpose is engaging enemy starfighters and preventing them from

attacking your capital ship and frigates. Scout fighters are armed with rapid-fire laser cannons or blasters as well as homing rockets. To use the homing rockets, target an enemy starfighter and then wait for the circular reticle to turn from white to red and indicate a lock on. Now when you fire the missiles, they will home in on the target and hit as long as the enemy does not take evasive maneuvers. After each time you fire a missile, you have to acquire another lock on. While the missiles are easier to use, the laser cannons or blasters actually cause more damage to the enemy. Use them while waiting for a lock. If there aren't enough enemy starfighters to keep you busy, use scout fighters to target turrets on enemy capital ships.

Multi-purpose Fighters



Multi-purpose fighters are good for taking out turrets as well as enemy starfighters—especially transports and bombers.

This type of starfighter fills the gap between the scout fighter and the bomber. Multi-

purpose fighters are armed with more powerful laser cannons than scout fighters. They also have proton torpedoes, which take longer to lock on to a target than homing missiles. However, they cause a lot more damage and can target turrets

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on capital ships as well as enemy starfighters. Unfortunately, because their weapons are slow to reload and not as powerful as the weapons carried by bombers, multi-purpose fighters are not as effective at attacking frigates or the critical systems of a capital ship.

Bombers

Bombers are the starfighters that will earn your team the big points.

Bombers are the heavies of the starfighters. Although slow, they have heavier armor than the other starfighters and can take more damage. Armed with particle cannons, they can cause a lot of damage to enemy starfighters with a single hit. However, the main purpose of bombers is to attack frigates and the critical systems of capital ships with proton bombs. These bombs contain a gyroscope that causes them to drop as though affected by gravity, even in the weightlessness of space. Therefore, a bomber pilot can fly level across an enemy ship and the proton bombs will “fall” onto the ship below. Bombers can fire off five or six bombs before they need to reload. Hitting targets with proton bombs can take a bit of practice. However, a couple of bombers can easily take out a frigate in a few bombing runs. Some bombers have a copilot who can man an additional weapon. Depending on the weapon, copilots can target enemy starfighters or turrets on enemy capital ships to clear the way for the bomber.



Transports



Transports carry boarding parties into the enemy's hangar.

While not really a starfighter, transports are well armed and can carry a number of troops through the vacuum of space.

Transport pilots have some type of cannon as well as homing missiles or proton torpedoes at their disposal. In addition, transports also have positions for copilots and gunners for firing cannons, turrets, or even remote rockets. While transports are actually gunships—flying weapons platforms—they are slow and not very maneuverable. They can't perform tricks such as rolls to outmaneuver enemy attackers. Therefore, don't use them for attacking enemy starfighters or larger ships. Their main purpose is to deliver your troops into the enemy's

hangar for a boarding attack. Once landed inside an enemy capital ship, transports serve as spawn points for your team. However, they can be destroyed by enemy fire, so be sure to guard them.

strategies for space Assaults

Take out the enemy frigates first. Attacking from the bottom of the frigate means you don't have to worry about the turrets on the top firing at you.



No matter which faction you play as, the strategy to win this type of game is exactly the same. First, assign at least one marine and one pilot to guard duty. Any enemies that land in the hangar must be neutralized and their transports destroyed before they can begin spawning an army right in your hangar. Pilots should man all of the starfighters and take off. Scout fighters and multi-purpose fighters should go after enemy starfighters and transports. Your bombers should make a beeline for the enemy frigates and take them out. Don't worry about the capital ship for now. Until the shields are down, there isn't much you can do.

TIP

It's important to keep a pilot on guard duty. The pilot can repair damage to your shields—as long as the shields are not completely destroyed. This also applies to other critical systems located in the systems area.



Get your boarding party into the enemy capital ship as quickly as possible and destroy the shields.



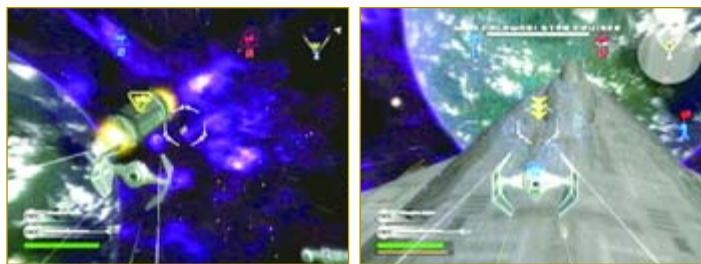
With the shields down, the bombers can start attacking critical systems on the capital ship.

However, your transport loaded with pilots and marines will take

care of that. Fly directly toward the enemy capital ship and enter the hangar. Slow down as you enter so you don't crash before you can land. Keep a marine by the transport to guard it while the rest of the boarding party heads for the control room. The shields are your first objective. It takes three or four time bombs or several rockets to destroy the shield generator. Be sure to drop the time bombs right in the center of the generator. Once the shields are down, the boarding party should take out the life support system as well as the engines. With this accomplished, these troops can now return to the hangar to cause as much damage as possible. Place time bombs under enemy starfighters and shoot enemy pilots and marines as they spawn here. These tactics reduce the number enemy starfighters in action and give you an advantage. Bomber pilots should immediately begin making bombing runs against the command bridge, comms array, and sensor array on the outside of the capital ship. If you have been shooting down enemy starfighters all along, you should have enough points to win the battle by this point. Just remember that the enemy will be trying to do the same thing to you.

other types of battle

Capture the Flag



Pick up the flag canister in space, then fly it to the enemy's capital ship to score a point.

In addition to the Space Assault games, you can also play Capture the Flag in space. For this, a single flag spawns out in space between the two opposing capital ships. Pilots in starfighters must fly out and pick up the flag by running into it. They must then carry the flag to a flag zone positioned just above the enemy's capital ship. Scout fighters and multi-purpose fighters are best for flag carrying and shooting enemy

fighters. Use your bombers to attack the turrets on the enemy capital ship so your flag carriers have less resistance as they approach the flag zone to score a point.



Use the bombers to take out enemy turrets.

Tactics

Dogfighting

Dogfighting can be fast and intense. There is nowhere to hide out in space, so speed and maneuverability are all you have to prevent you from getting killed. Slow down to make a tighter turn and keep a passing enemy from getting away.



One of the toughest skills to master is dogfighting out in space. Due to the large area of the space battlefronts and the speed of the starfighters, you rarely get a close look at the enemy. Instead, you have to rely on your targeting system. Every starfighter has some type of cannon. Just center your firing reticle over the targeting reticle that appears over the enemy starfighter and fire away. Fire in short bursts to avoid overheating your cannons. While cannons are great weapons, homing missiles and proton torpedoes work even better. Wait for a lock on to the enemy starfighter and then fire. Homing missiles lock on very quickly while proton torpedoes take a while. Don't waste a shot if the enemy is approaching and about to fly past you to the side. Missiles and rockets can't make the tight turn and will miss their target.

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Don't get so focused on the enemy that you neglect your surroundings. Running into a capital ship or frigate will kill you, and some space battlefronts have asteroids or debris floating around.

The other side of dogfighting is avoiding being shot down yourself. Use the trick button to perform rolls and flips if an enemy is on your tail. Wingmen usually let you know if you are being followed. Be sure to roll and make a tight turn when you see the warning about an incoming missile, or it will usually hit and destroy your starfighter.

Bombing

Bombing is an art. It takes some practice to learn how the proton bombs work. Once you get good at bombing, you can drop your bombs from a distance so they cause more damage to the enemy.



Due to the gyroscopic effect of proton bombs, these weapons act as if they are in a gravity field and will “fall down” as they travel through space. It is important to realize that “down” is the same throughout a space battlefront and can be determined while in the hangar. Therefore, you can fly level over the top of a target frigate or capital ship and the bombs will “drop” onto the ship. For distant targets, aim above the target so your bombs travel in an arc and land on the target. Proton bombs gain momentum as they travel through space, so the farther away you fire them, the more damage they cause on impact. If you are attacking from the bottom, you must aim your bomber at the target when you fire or the bombs will “drop” away from the ship. Bombers are slow moving and are not made for attacking enemy starfighters, so don't try unless you have run out of bombing targets.

Boarding

A droid boarding party disembarks from a transport, ready to wreak destruction on a Republic capital ship.



Boarding is the ground combat part of Space Assaults. Marines with their blaster rifles are better for this type of operation. However, the time bombs

that pilots carry are great for taking out critical systems and allowing a transport to repair while flying to the enemy hangar. The only way you can win a Space Assault is to board the enemy capital ship. While the shields are functioning, your bombers can't make a dent in the external systems areas. The key to boarding is having a boarding party of at least three or four pilots and marines. This ensures that you can defend your transport in the enemy hangar and launch an assault on the shields and other systems from the inside.

Marines are great for protecting your hangar from enemy boarding parties. After shooting the enemy troops, use the rocket launcher to destroy the transport before more can spawn. Target vulnerable spots on the transport or it will take a lot of hits to eliminate this threat.



On the flip side, be sure to defend against a boarding on your own ship. Your team's starfighters should always be on the lookout for enemy transports and try to shoot them down in flight before they can get to your hangar. If a transport does land, send troops to eliminate the enemy troops and to destroy the transport to prevent it from being used as a spawn point.

TESTER TIPS!

Tester: John Arellano

Take out the enemy frigates first. Not only will it reduce the enemy's firepower, but it is also an easy source of points.

Tester: Miguel Concepcion

Fly under ships to avoid turret fire. Stay mindful of pursuing foes.

Tester: Eliot Cirivello

Jump in a bomber and head for the underside of the opposing capital ship. Skimming along the underside of these ships will keep you out of the range of the auto turrets and most of the dogfighting, allowing you to vigorously bomb the shields and life support of the enemy flagship, and giving your team a great point advantage early on!

Tester: Julian James

Always stay on the offensive when in space. Defensive play in space places the player at a disadvantage when it comes to scoring points.

Tester: Ian Riutta

Take out all the small turrets on the capital ships for easy points.